PRIMA'S OFFICIAL STRATEGY GUIDE

SANITY™
AIKEN'S ARTIFACT™

Rick Barba

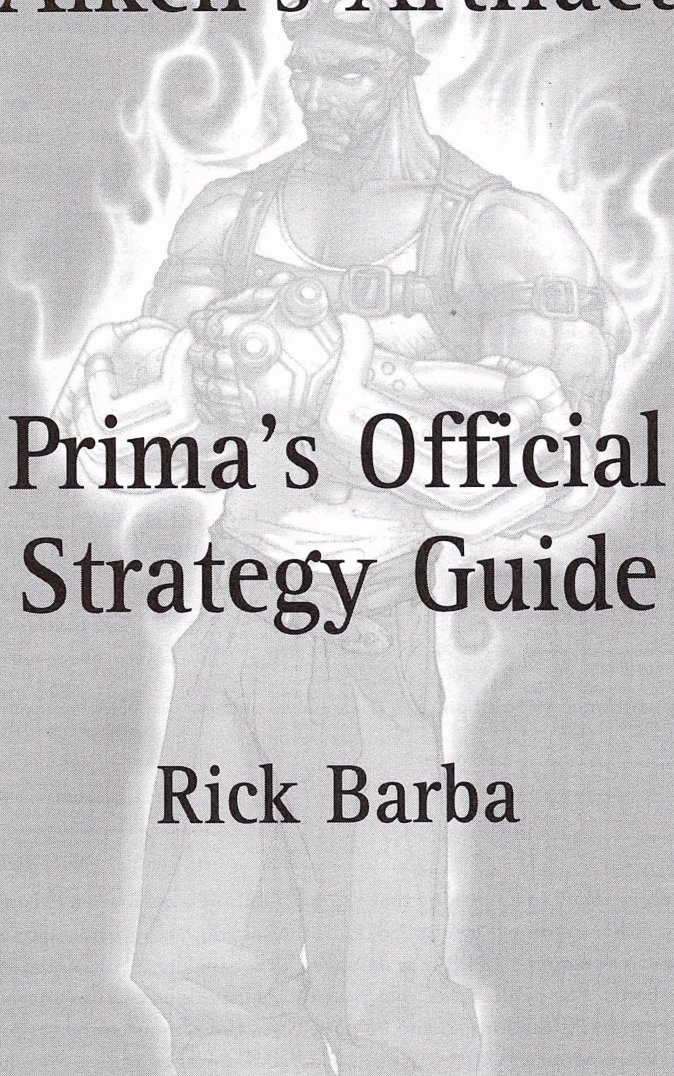
PRIMA GAMES
primagames.com

MONOLITH™

www.foxinteractive.com

FOX INTERACTIVE™

Sanity™: Aiken's Artifact™



Prima's Official Strategy Guide

Rick Barba

Prima Games
A Division of Prima Communications, Inc.

3000 Lava Ridge Court
Roseville, CA 95661
(916) 787-7000
www.primagames.com

The Prima Games logo and Prima Publishing® are registered trademarks of Prima Communications, Inc., registered in the U.S. Patent and Trademark Office.

© 2000 by Prima Publishing. All rights reserved. No part of this book may be reproduced or transmitted in any form or by any means, electronic or mechanical, including photocopying, recording, or by any information storage or retrieval system without written permission from Prima Publishing, except for the inclusion of brief quotations in a review.

Project Editor: Brooke N. Hall
Editorial Assistant: Terri M. Stewart
Product Manager: Michelle Medley

©2000 Monolith Productions, Inc. © 2000 Twentieth Century Fox Film Corporation. Fox, Fox Interactive, and their associated logos are registered trademarks or trademarks of Twentieth Century Fox Film Corporation. Sanity: Aiken's Artifact is a trademark of Monolith Productions, Inc.

All products and characters mentioned in this book are trademarks of their respective companies.

Important:
Prima Publishing has made every effort to determine that the information contained in this book is accurate. However, the publisher makes no warranty, either expressed or implied, as to the accuracy, effectiveness, or completeness of the material in this book; nor does the publisher assume liability for damages, either incidental or consequential, that may result from using the information in this book. The publisher cannot provide information regarding game play, hints and strategies, or problems with hardware or software. Questions should be directed to the support numbers provided by the game and device manufacturers in their documentation. Some game tricks require precise timing and may require repeated attempts before the desired result is achieved.

ISBN: 0-7615-2813-X
Library of Congress Catalog Card Number: 00-10296
Printed in the United States of America

00 01 02 03 BB 10 9 8 7 6 5 4 3 2 1

Contents

Foreword vii
Introduction viii
Part 1: General Strategy viii
Part 2: The Annotated Walkthrough viii
Part 1: General Strategy 2
Cheat Codes 2
mptedthehead 3
mpshipit 3
mpjuiceme 3
General Tips and Tactics 3
Consume power-ups only when you need them. 3
Avoid overkill to keep your Sanity. 4
Movement is good; Haste is better. 4
Keep a healthy distance from Psionic attackers. 5
Use camera rotation to peek around corners before you proceed. 5
Drop "Point" area Talents on your enemies from cover. 5
Outnumbered? Remember projectile splash damage. 5
Fight with the latest Talents. 6
Get more bang for the buck with Lesser Shield of Reflect. 6
Use area Talents against opponents fond of Lesser Shield of Reflect. 6
Use Shield Break to break shields. 6
Focus your firepower on one enemy at a time. 6
Trigger enemy glyph traps from a distance with Fireball or Star Blast. 7
Forgot where you put the glyph? Reveal it! 7
Save Dispel as your "panic button." 7
When trapped without Dispel, shield and fight! 8
Find a ledge and levitate to those hard-to-reach high areas. 8
How to Use Your Talents 8
Atack 8
Defense 12
Special Use Talents 14
Multiplayer Strategies 14
Master the art of Talent management 14
Run! 15
Stop! 15
Know the difference between the Greater and Lesser Shields of Reflect 15
Sprint through rooms to safely trigger glyph traps. 15
Don't be predictable. 16
Learn how to use (and counter) the Psi-suppressant Talent. 16
Always fire Psi-suppressant spheres at medium range! 16
Try the "Haste-Ooze-Venom" attack. 16
Use glyph Talents a lot. 17
Try the double-glyph combo trap. 17
Don't use an expensive Talent when a cheap push will do. 17
Dispel those Birds. 17
Part 2: Single Player Levels— An Annotated Walkthrough 18
Chapter 1: Priscilla Divine 19
Level 1: DNPC Headquarters 20
Cain's Room 20
DNPC Corridors 21
The Armory 22
Firing Range 22
Psionic Training Area 23
Royce's Office 24
Controller Bay 5 24
Heli-Pad 25
Level 2: Pharaoh Village 26
Road Outside Trailer Park 26
Trailer Park: Phase 1 27
Manager's Office 27
Phase 1 Streets 27
Phase 2 Streets 28
Phase 3 Streets 29
Dog Man's House 30
Trailer Park Streets 30
Manager's Office (Back Rooms) 31
Trailer Park (Outside Office) 31
Trailer Park Streets 32
Storage Shed (Exterior) 32

Contents

Level 3: Psychic Link 33
Entry Bridge 33
Psychic Link (Entrance) 33
Psychic Link: Reception Area 35
Psychic Link: Hallways 35
Power Relay Station 36
Main Power Core 36
Bridge Controls 36
Main Power Core 37
Power Relay Station 37
Phone Center 38
Entrance to Divine's Lair 40
Level 4: Priscilla Divine (Boss Level) 42
Platform 1 42
Platform 2 43
Rooftop 43
Chapter 2: Adrian Starr 45
Level 5: DNPC Headquarters 46
Psionic Training Area 46
DNPC Corridors 47
DNPC Check-In Station 47
Floor 1 47
Floor 2 47
DNPC Detention Wing: Cell Block 48
DNPC Detention: Roof Access 49
Storage Hall 49
DNPC Roof (Heli-Pad) 50
Level 6: The Grand Theater 51
Downtown Streets 52
Voodoo Shop 52
Downtown Streets 52
Black Boxes Puzzle 53
Downtown Streets 54
Cemetery Puzzle 55
Church Puzzle 55
Voodoo Shop 56
Clear Point Park (Parking Lot) 57
Downtown Streets 57
Used Tires Shop (Lambert and Kaimmer) 57
Downtown Streets 58
The Grand Theater's Magic Shop 59
Grand Theater 60
Theater Restrooms 60
Deathtrap Entrance 61
Level 7: Deathtrap 61
Deathtrap Exhibit: Lobby 61
Spinning Floor Room 62
Tiger Cage Room 63
Tiger Key Room (First Time) 63
The "Ballroom" (Ace of Clubs) 64
Tiger Key Room (Second Time) 64
The "Buzz Saw" Room (Ace of Diamonds) 64
Tiger Key Room(Third Time) 66
The "Bridge" Room (Ace of Hearts) 66
Tiger Key Room (Fourth Time) 66
Tiger Cage Room 67
Backstage Anteroom 67
Backstage 67
Level 8: Adrian Starr (Boss Level) 67
Trivia Insanity Contest Answers 68
Adrian Starr 68
Stage 1 68
Stage 2 69
Chapter 3: Joan Aiken 71
Level 9: Aiken Pharmaceuticals 72
Parking Lot 72
Entry 72
Lobby 72
Museum of Science 73
Security Checkpoint 74
Research Stations 75
Research Station 2 75
Research Station 3 75
Research Station 4 76
Research Station 8 76
Research Station 1 76
Research Station 5 76
Research Station 6 77
Research Station 7 77

Contents

Research Station 8 (Second Visit) 77
Research Station 1 (Second Visit) 77
Research Station 2 (Second Visit).....77
Research Station 3 (Second Visit).....78
Research Station 4 (Second Visit).....78
Research Station 1 (Third Visit) 78
Research Station 8 (Third Visit).....78
Research Station Halls.....79
Level 10: Aiken Research Level.....80
Lower Level Corridors.....81
Training Maze.....81
Bay 1.....81
Training Maze (Outside Bay 1).....84
Lower Level: Central Area 84
Dr. Aiken's Reception Area 85
Dr. Aiken's Office (First Time) 85
Lower Level: Central Area 85
Records Room 85
Database Room.....86
Lower Level: Central Area 86
Children of Tomorrow Wing: Entry Station.....86
Searchlight Rooms.....87
Children of Tomorrow Wing: Reception.....87
Playroom 87
Children of Tomorrow Wing: Corridors 88
Jessica's Room.....88
The Letter Tile Room 89
Children of Tomorrow Wing: Corridors 89
The Push-Block Room.....89
Children of Tomorrow Wing: Corridors.....91
Searchlight Rooms 91
Lower Level Corridors.....92
Psionic Detention: Entry 92
Psionic Detention Wing 92
Jail Cells.....92
Control Room (Droid Spawners) 93
Lower Level: Central Area 94
Test Chamber.....94
Lower Level: Central Area 95
Dr. Aiken's Office (Second Time) 95
Aiken's Passageway.....95
Project SSA Lab 95
Level 11: Joan Aiken (Boss Level).....96
Serum Troughs.....96
Psionic Mutant Containers.....96
Giant Brain Vats.....97
Joan Aiken.....98
Exit Corridors 99
Chapter 4: Elijah Krebspawn.....101
Level 12: Professor Krebspawn's House 102
Krebspawn's House: Front Door 102
Foyer.....102
Hallways 104
Display Room.....104
Totem Paintings Puzzle.....104
Display Room.....106
Passage to Exterior 108
Level 13: Catacombs 108
Pentagram Room.....108
South Area.....109
Pentagram Room.....111
West Area.....111
Pentagram Room.....112
East Area.....112
Spinning Platform Puzzle 112
Pentagram Room 114
North Area 114
Stone Maze 115
North Area Passages.....117
Pentagram Room 117
West Area (Second Time) 117
Pentagram Room 117
North Area (Second Time) 117
Level 14: Elijah Krebspawn (Boss Level)....118
Kitchen/Dining Room 118
Stage 1: Glyph Block Puzzle.....119

Contents

Stage 2: Illuminated Floor Tile Puzzle...122
Stage 3: Fighting Elijah Krebspawn.....123
Chapter 5: The Bone Priest.....125
Level 15: Dead City.....126
Downtown Alley/Street.....126
Alley (Injured Officer).....128
Boardwalk.....128
City Streets.....129
Sky Bridge.....130
Downtown Rooftops.....130
Courtyard.....130
City Streets.....131
Level 16: Waterfront.....132
Park Entrance.....132
Courtyard 1.....132
Maintenance Building.....132
Courtyard 2.....133
Valve Station.....133
Maintenance Building.....135
Wooden Bridge Area.....135
Playground.....135
Waterfront Path.....136
Amphitheater.....136
Waterfront Streets.....136
Drawbridge.....137
Bridge Station.....137
Drawbridge Area.....138
Bridge Station.....138
Computer Center.....138
Bridge Station.....138
Drawbridge Area.....139
Storage Yard.....139
Level 17: The Bone Priest (Boss Level).....140
Aft.....140
The Bone Priest: Aft Deck.....140
Aft Deck.....141
Fore Deck.....142
Aft Deck.....142
Chapter 6: Golgotham.....143
Level 18: Power Station.....144
Power Station Entrance.....144
Lobby and Halls.....144
Catwalks 1.....145
Catwalks 2.....145
File Room.....145
Compactor Room.....145
File Room.....146
Acid Pool Room.....146
Energy Gate Maze.....146
Floating Platforms Puzzle.....148
Cooling Room.....148
Rolling Cylinder Room.....149
Generator Room (Spinning Fans).....149
Steam Vent Room.....150
Stage 1.....150
Stage 2.....151
Talent Bonanza!.....152
Level 19: MeatPlant.....152
Corrals/Barn.....152
Parking Lot.....153
Plant Entrance Area.....153
Catwalk Room.....153
The "T" Room.....155
Bull Spawner Room.....155
Meat Chute Puzzle.....156
Hallway.....157
Red Spotlight Room.....158
The Dark Maze.....159
Dark Room.....159
Cattle Pen Maze.....150
Level 20: Golgotham (Boss Level).....161
Stage 1: The Brain Circuit.....162
Stage 2: The Meat Monster.....165
Level 21: Aftermath.....166
Stage 1.....166
Stage 2.....166
Enemy Stats.....168
Index.....171

Foreword

Sanity: Aiken's Artifact was created with a simple, yet ambitious idea: to create a game that combines the immersive elements of a traditional story-based action/adventure game with the addictive expandable combat system found in popular collectible card games.

Two years and a few hundred thousand lines of code later, we believe that we've accomplished our goal. And we're still alive....

Sanity: Aiken's Artifact has over 80 Talents that players can collect and use in both the single-player adventure, as well as in multiplayer. With all that power at the player's disposal, our challenge was to develop a wide variety of obstacles, puzzles, and enemy tactics to adequately challenge the player and fully utilize the collection of Talents.

While one of us might have gone a little overboard on the challenging puzzles (not mentioning any names, but his initials are K.L.), fortunately you have this excellent strategy guide to make sure you don't get stuck.

The author of this guide has gone to great lengths to help safely guide you through the elaborate world of *Sanity: Aiken's Artifact* and let you know which combinations of Talents are most effective for solving puzzles, navigating obstacles, and defeating enemies. You will also find useful strategies that will guarantee your supremacy over multiplayer opponents to the point at which you will most likely be permanently banned from their servers.

Before you skip ahead to find out which laboratory in Aiken Pharmaceuticals to complete first, or how to solve Krebspawn's sigil puzzle, or what in the heck a *sigil* even is, we would like to take a moment to thank all the people who helped make *Sanity: Aiken's Artifact* possible.

In closing, we're extremely proud of *Sanity: Aiken's Artifact*, and if you enjoy playing it even half as much as we enjoyed making it, then we're happy. And, after you're done, pick your strongest set of Talents and come play online. We'll be waiting.

Garrett Price and Kevin Lambert
Lead Game Designers
Sanity: Aiken's Artifact

Introduction

Welcome to Prima's official strategy guide for *Sanity: Aiken's Artifact*. Featuring Monolith's phenomenal LithTech 3D Engine, this game goes through 21 breathtaking levels as Cain seeks a mysterious ancient artifact unearthed in the Middle East. Along the way, our hero earns special Psionic Talents that he must wield against hordes of twisted enemies—enemies who are more vulnerable to some Talents than others. Cain also faces dozens of diabolical puzzles and traps. And that's where we come in. Here's a description of what's in this guide.

Part 1: General Strategy

Here's a must-read for any up-and-coming Psionic. Whether you plan to launch into the single-player missions or engage in multiplayer mayhem, this section offers scores of insightful tips and inside information. The advice is particularly keen because it comes directly from the *Sanity: Aiken's Artifact* testing teams at Fox Interactive.

Part 2: The Annotated Walkthrough

This section gives you detailed, step-by-step solution paths through the 21 missions that comprise the single-player game of *Sanity: Aiken's Artifact*. Use the Table of Contents to find the chapter and level where you're stuck. Then turn to the corresponding section of Part 2 to get all the answers you need.

What does "annotated" mean? In this case, it means you get more than just quick, mindless solutions. You get explanations of plot and puzzle logic; you get background information; and you get directions through all of the dark (and sometimes amusing) corridors that lie along the solution path.

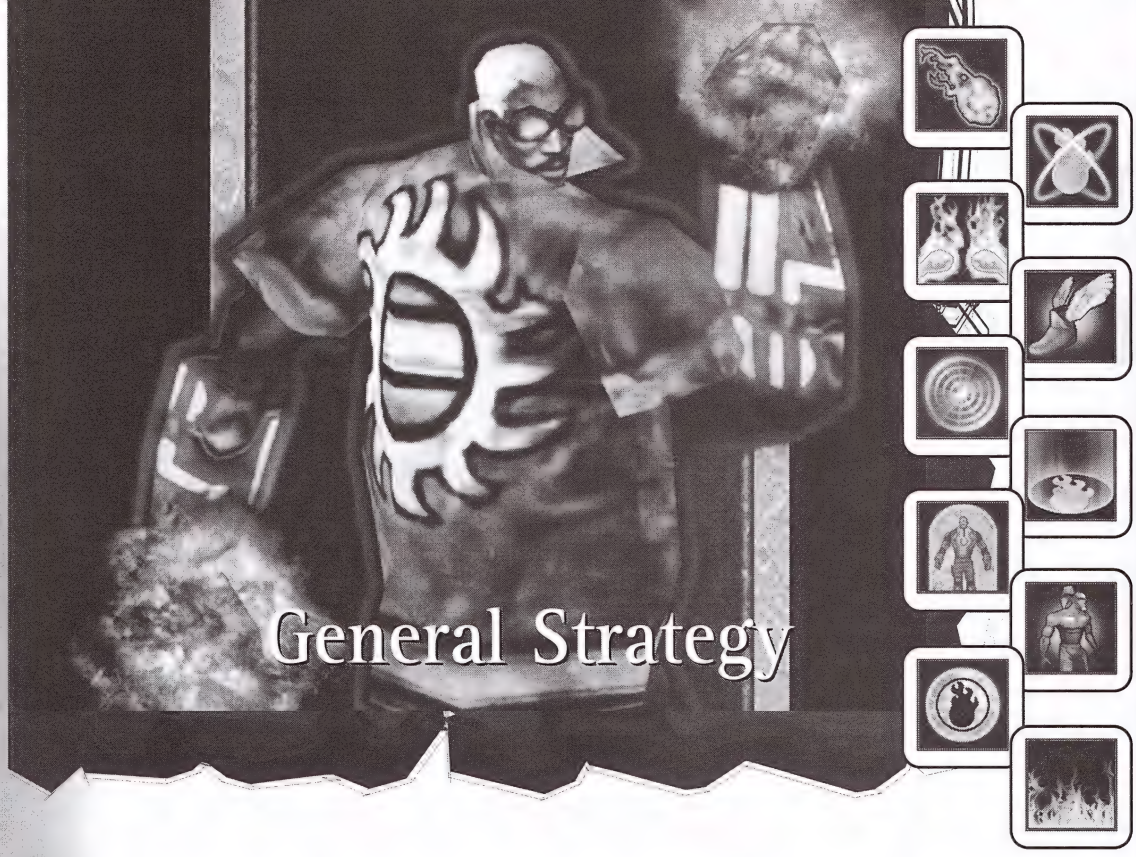
Keep in mind that *Sanity: Aiken's Artifact* tells an essentially linear story, yet the game's 3-D world lets you, the player, discover that story in different ways. Also, the annotated walkthrough is based on Monolith's own optimal solution path.

Part 1: General Strategy

DETAIL: HEAD

DETAIL: THIGH HOLSTER

AGENT CAIN



General Strategy

We strategy guide writers play the games we write about until they pervade our dream space. The game universe leaks into our reality. Demons howl. Zombies moan in the night. In this case, we got to know *Sanity: Aiken's Artifact* very, very well.

But when it's time to craft the General Strategy sections, we want inside help. So, we decided to consult the true experts—the Fox Interactive testers, gamers who pounded and pushed the game's outer envelope day and night for months on end. If you ever want a job writing strategy guides, take this advice: The most helpful "insider tips" come straight from the testing lab.

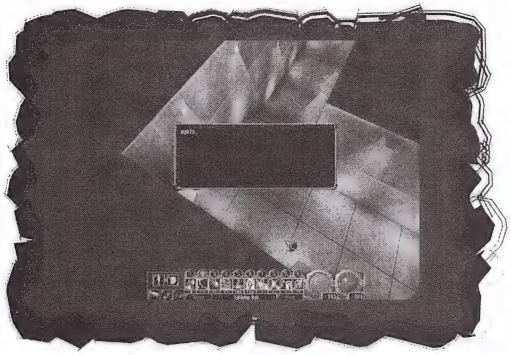
Special thanks to Fox Interactive testers Gabriel Slater, Francis Choi, David Farkas, Ellen Williams, and Kevin Huynh for their generous input. Thanks also to Pete Cesario, associate producer of *Sanity: Aiken's Artifact,* for his remarkable liaison work, providing information and cheat codes as well as timely access to the testing team.

Cheat Codes

To activate the following cheat codes in *Sanity: Aiken's Artifact*'s single-player game, simply hit [↵Enter] to open the chat window box, type the code *exactly* as written below, then hit [↵Enter] again.

mptedthehead

This toggles on/off the Invincibility cheat, also known as "God mode." With God mode toggled on, Agent Cain loses no Health points when attacked, nor does he lose Sanity when using Talents. However, God mode does *not* always prevent Cain from getting killed in a fall. So continue to save your game regularly, even in God mode.



Hit [↵Enter] to bring up this chat box window, then type in the cheat code and hit [↵Enter] again.

mpshipit

This makes all single-player levels available for play. To access any level after entering this code, press [Esc] (or click Menu on the Active Talent Bar) to bring up the Game Menu. Select Main Menu, select Single Player, select Chapters, select the chapter (1 to 6) you want to open, and then select the name of the level you wish to play.

mpjuiceme

This gives you all essential items and pumps your Sanity and Health meters up to 100 percent full.

General Tips and Tactics

Most of the tips in this section apply to both the single-player and multiplayer versions of *Sanity: Aiken's Artifact*. For additional tips on multiplayer gaming only, see that section later in this guide.

Consume power-ups only when you really need them.

This is a fundamental tenet of intelligent action/adventure gaming. When you grab a Sanity or Health power-up vial, you can't use refill points that exceed your current Sanity or Health maximum capacity. You can't store them, either; the points go away, never to return. Thus, except in rare cases (which we'll mention shortly), you should grab a power-up only when your Sanity or Health meter is low enough that you can gain most or all of that power-up's point benefit.

Cain should gulp down power-ups wisely, taking only enough to refill his meters to near capacity.

Difficulty Levels

***Sanity: Aiken's Artifact*'s Single Player game offers three separate difficulty levels. The higher the difficulty level you choose, the tougher your enemies are. In particular, as the difficulty level increases:**

- Enemies have more hit points, making them more difficult to kill.
- Enemies have a shorter "attack delay"—the pause between each attack is shorter, so they hit you faster.
- Enemies have a shorter "thaw delay"—the time between when an enemy spawns in and when he or she launches his or her first attack.
- Enemies inflict a higher melee or "punch" damage.
- Enemies feature greater weapon accuracy (for gun-toting thugs only, of course).

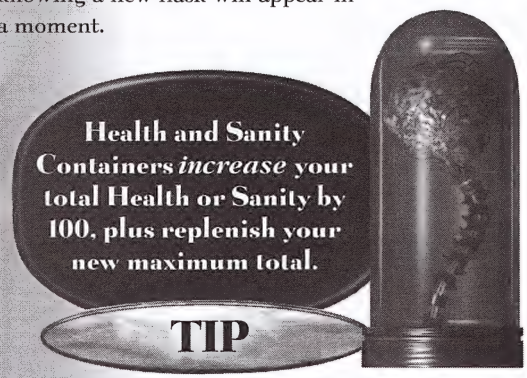
NOTE

Study the different-sized Sanity and Health power-up "vials" in the manual (or in the game's online Help screen) to learn the different quantities of Health or Sanity each size gives you. Then, in the game, take only what you need.

Example: A nasty trio of Zombies jumps you, but you slam down a few Demonic Rift area blasts, taking out all three goons at once. Each leaves behind one of those blue double-vial power-ups worth 200 Sanity. You gulp down two vials, bringing you within 50 points of your total Sanity capacity.

But if you scoop up the third vial, you'd gain only the 50 points it takes to max out the Sanity meter. In essence, you'd throw away 150 points of Sanity Booster Serum, a shameful waste of resources. Instead, move on and deplete your Sanity meter in a happy, constructive way by blasting more Zombies. Then return to get the full worth of the refill.

In some situations, it's OK to take the partial refill. At the end of each level, for example, you jump to the next level, unable to return. So you might as well max out your meters before you go. Also, some areas (such as Dead City) will permanently close off as you pass through a gate; so, again, max your meters before leaving. And in other areas (usually boss levels), you'll find power-ups that re-spawn every few seconds. Here, too, you can suck down 200-point power-ups for a mere benefit of 50, knowing a new flask will appear in a moment.



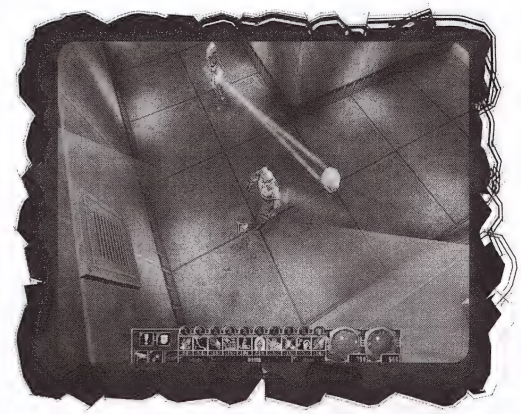
Avoid overkill to keep your Sanity.

If you know exactly what it takes to destroy any given foe—and you expend *only* what it takes, nothing more—then you're also playing smart. Unfortunately, this tip requires you to, gasp, *examine a chart*. (In particular, the Enemy Stats Table in the back of the guide. Yes, I know how painful this can be. But a fundamental knowledge of your enemy's "measurables" can make you a much more efficient and effective Psionic-killing machine.

Example: It takes 300 hit points to kill one of those moaning, lumbering green Zombies. Sphere of the Demon inflicts 96 hit points of damage at a cost of 24 Sanity per cast. Thus, three hits on a green Zombie inflicts 288 points of damage—almost there, but not quite, still 12 points short. Of course, you could blindly hurl a fourth Sphere of the Demon (expending another 24 Sanity) and kill the Zombie. On the other hand, if you're a smart player, you toss a Fireball instead, inflicting just 16 points of damage—but the Zombie still goes up in smoke, and at the cost of a mere 4 Sanity! You save 20 precious points of Sanity by knowing stats.

Movement is good; Haste is better.

This is standard advice for *any* situation that involves being under fire. Stationary targets are soon dead targets. But this is all the more true in *Sanity* because of the slow-moving or slow-developing nature of various attack Talents. It ain't easy to dodge a bullet, but you can certainly juke away from the slowly weaving "spirits" of the Imprison Talent or the projectile of a Death's Head blast.



Dodging a Death's Head blast is easy after Cain has blessed himself with Haste.

"Stick and move!" says Fox tester Gabriel Slater. "Cain is usually outnumbered in every battle, so if you stand still, you're likely to take multiple hits and go down fast—very fast." Slater also recommends regular use of the Haste Talent, particularly when Cain faces long odds. "It's definitely helpful for

keeping a healthy distance from unruly mobs," he says, "but Haste also makes it easier to dodge even fast-moving projectiles like Laser Beam."

Fellow Fox tester Ellen Williams agrees. "My advice for boss fights: Just keep moving, casting shields, and firing your best projectiles at the enemies. Lesser Shield of Reflect works really well, too."

Keep a healthy distance from Psionic attackers.

In *Sanity*, most enemies can inflict painful punch damage. An even better reason to keep your distance: Psionic attacks take time to travel and/or build strength. The farther away you are when an opponent uses a Talent against you, the better chance you have to dodge a projectile or skip out of a targeted area Talent.

Use camera rotation to peek around corners before you proceed.

No veteran Psionic walks blindly into trouble if he can help it. *Sanity*'s swiveling, third-person camera sometimes lets you spot trouble before it happens. When running down corridors, keep the camera high and behind your character to see what lies ahead. But stop just before you reach each corner or intersection. Then use A or D to rotate the camera view. You can scout around the corner to see whether the coast is clear or whether flesh-eating Zombies await their main course.

As Cain approaches the corner, he should stop while the camera swivels around to look for camping enemies like this sneaky Zombie.

Drop "Point" area Talents on your enemies from cover.

If you do find slavering enemies just around a corner, don't rush into face-to-face combat. The beauty of point area Talents like Demonstrike, Pit of Venom, and Electrical Storm is that you can drop them on unsuspecting (or even suspecting) enemies from around corners or behind protective cover. Just rotate the camera around and use, say, Binary Grid on the fools. The walls protect you from any retaliatory projectile attacks. This tactic will come in handy many times during the single-player game.

Outnumbered? Remember projectile splash damage.

Whether you play the single player or multiplayer version of *Sanity*, you'll be outnumbered in many combat situations. As mentioned earlier, if you're surrounded, "Self" area Talents like Inferno or Demonic Rift can deal significant damage to the encircling mob. But area Talents have two drawbacks: One, they take long to develop (giving nimble enemies time to scurry away); and two, they freeze your character for a moment as he uses the Talent. This can be deadly if an enemy horde is tossing kitchen sinks at you.

When enemies attack in close pairs, Cain should aim his projectile Talent between them to nail both with splash damage.

So, keep mobile and remember that almost all projectile Talents inflict area damage in a small radius around the point of the hit. (The exception is Laser Beam.) So if two or more enemies attack, aim at the ground just between or in front of them to injure both/all enemies in just one shot.

Fight with the latest Talents.

Fox tester Ellen Williams notes that, for each chapter of *Sanity*'s single-player game, the best combat Talents are usually the ones you picked up in the preceding chapter.

"Say you're in Dead City or Waterfront," she says. "You picked up Sphere of the Demon in the prior chapter (in the Catacombs) where it was useless against Winged Demons but now, against Zombies, it works wonders." This is by design, and it holds true throughout the single-player game.

Get more bang for the buck with Lesser Shield of Reflect.

Costing a mere 15 Sanity points a pop, this wonderful little Talent is probably the game's biggest bargain. As Fox Interactive tester Gabriel Slater says, "Once Cain acquires Lesser Shield of Reflect in Chapter 2, he'll wonder what he ever did without it." It's cheap and effective against all projectile Talents, reflecting them right back onto the enemy.

"Definitely a big Sanity saver on later levels," adds Slater. "You can stand toe-to-toe with any brute and knock his big, expensive projectile Talents right back into his face."

There are two important things to remember, though. First, Lesser Shield of Reflect works against only the projectile Talents—Shield Break, Fireball, Fan of Blades, Laser Beam, Sphere of the Demon, Death's Head, and Lightning Bolt. Area Talents such as Rain of Swords or Binary Grid are unaffected by its reflective effect. Second, Lesser Shield of Reflect lasts a very short time, so timing is critical. Also keep in mind the speed-to-timing ratio—the longer you wait to use this Talent, the faster the reflected projectile will return to your opponent, making it harder to react. Whenever possible, use it just after the enemy launches his projectile.

Use area Talents against opponents fond of Lesser Shield of Reflect.

That's right, this tip is the converse of the preceding one. If some opponent is smart enough to bang your projectiles right back at you with Lesser Shield of Reflect, be smart enough to shift gears and drop Binary Grid or a devastating Electrical Storm on his or her head. Remember, opponents can't *hurt* you with Lesser Shield of Reflect if you don't serve them the projectile ammunition to do so. Sooner or later they'll have to use an attack Talent. When that happens, you can switch back to projectile Talents.

Two of Cain's best Sanity-saving Talents in the game are Lesser Shield of Reflect and Shield Break.

Use Shield Break to break shields.

Sounds kind of obvious, doesn't it? But in the heat of melee combat, players often hammer away wildly with their projectile Talents at shielded enemies—a truly evil waste of Sanity. Whenever you can, take advantage of Shield Break, another wonderful bargain at the price. For the way-cheap cost of only 15 Sanity, its "specially designed anti-shield capsule" penetrates even the most powerful shield in a single shot.

How much Sanity savings can it provide? Here's an example: When a red Zombie in Dead City puts up his Shield of Death, he encases himself in a "barrier of lost souls" worth a whopping 360 points of protection. At that point in the game, your most powerful projectile Talent is probably Sphere of the Demon, which inflicts 96 hit points of damage and costs 24 Sanity to toss. Do the math. Four hits to break the shield—that's a drain on your Sanity meter of 96! Yet one shot of Shield Break works too, and it costs 15.

That's a difference of 81 points of Sanity. You could always use an extra 81 points of Sanity. Not to mention the time saved by using just one Talent instead of four. You can see the value. Note one drawback, however: The Shield Break capsule travels really, really slowly. So fire it from close range.

Focus your firepower on one enemy at a time.

When destroyed, most enemies leave behind either a Sanity or Health power-up. So, whenever you fight a group of enemies, concentrate on killing one at a time to provide yourself a steady source of

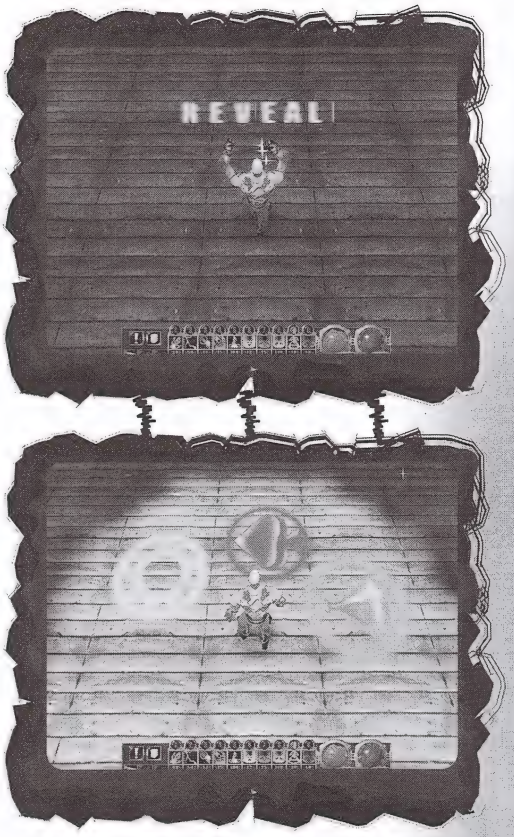
replenishment. "If you try to fight multiple enemies by distributing attacks throughout their group," says tester Ellen Williams, "you just end up running out of Sanity with no dead enemies and nothing to do but fire your pistol. Ick!"

Trigger enemy symbol traps from a distance with Fireball or Star Blast.

Any damage-inflicting Talent can trigger a symbol trap (an invisible mine). So if you see an enemy planting symbols, you might as well trip 'em with the cheapest Talents available: Star Blast or good ol' Fireball. Be sure to keep a safe distance, though. When triggered, every symbol Talent—Inferno Glyph, Demonstrike Glyph, Electrical Storm Glyph, and so on—inflicts damage in a fairly wide radius. Read more about symbol traps in the next section under "Area Talents."

Forgot where you put the symbol? Reveal it!

If you place a symbol Talent in a room, and then forget where you put it—well, first we have to make fun of you a bit. Okay, now that you're humiliated, use Reveal and walk around the area. The symbol will be unveiled in living color. Fortunately, it only costs you a few Sanity points to correct your conspicuously bad error.



Cain uses Reveal to find those pesky invisible symbol traps.

Save Dispel as your "panic button."

Getting trapped in Sand Pit or Primordial Ooze is a real drag. With the right tactics, you can survive these moments of imprisonment (see the following tip), but not without suffering serious Health damage and/or a serious drain on your Sanity meter. Good shields are expensive, after all.

In some cases, however—particularly against more powerful enemies, or in a crowded multiplayer melee—you simply can't afford to stay rooted in one spot for long. Immobility in a furious fight spells almost instant death.

In emergency situations, then, Dispel is your "panic button" Talent, capable of dissolving any Psionic effect within its radius. However, because of its great power, Dispel is easily the most expensive Talent in the game, costing 400 precious Sanity points per use. So save it for the most extreme situations, where death is imminent or victory is within grasp.

When trapped without Dispel, shield and fight!

If an enemy nails you with Sand Pit, Primordial Ooze, or Imprison and you do not have Dispel at your disposal, Fox tester Ellen Williams advises that you quickly use the best shield you can afford and then blast enemies with a good projectile Talent. But if foes close in on you (and they will), halt the projectile launches. Most projectile Talents also inflict splash damage, so if you blast a nearby target, you take damage, too. Switch to area Talents such as Inferno or Demonic Rift.

Remember, though, to use area Talents designated "Self" like those just mentioned. Do *not* use area Talents designated "Point" such as Lightning Strike, Hands of the Dead, or Binary Grid. "Self" area Talents emanate outward from you, causing you no damage. "Point" area Talents damage everything in their radius, including you; they can break your shield and hurt you.

Find a ledge and levitate to those hard-to-reach high areas.

Although Cain can't jump (which, we've heard, caused him much embarrassment on the urban playgrounds of his youth), he can float once he obtains the Levitate Talent. This makes easy work of crossing chasms and broken walkways and such. But Levitate carries Cain no higher than his starting point; he can float horizontally, but not vertically. So when you see a desirable object—say, a Talent or power-up item—sitting high on a ledge or balcony, how do you reach it?

Answer: Find a launching pad at the same height as the desired object. Sometimes this requires work and ingenuity. Several times in the single-player game, you must reach items in high places by finding a platform area not far away—for example, the top of a staircase. From there, you use Levitate and float horizontally to nearby ledges or other toeholds, working ledge-by-ledge toward the high object's location.

Sometimes this ledge-hopping takes you around corners, up alleys, even down multiple hallways. But eventually, you can float to the power-up or Talent.

How To Use Your Talents

Here's a more specific look at some of the individual Talents in *Sanity: Aiken's Artifact*. Although each Totem has its own set of ten Talents, a more accurate classification would divide Talents into cross-Totem groups according to three basic functions—attack, defense, and special use.

Attack

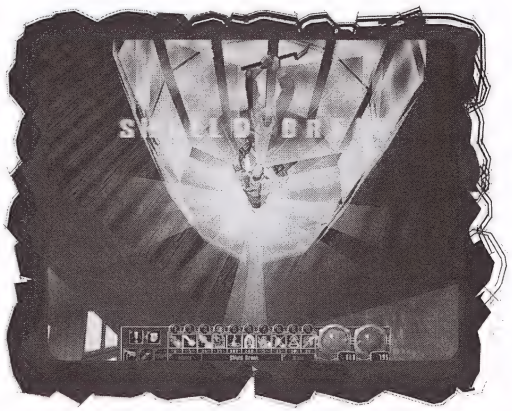
These are everybody's favorite. Here, we divide them into projectile, area, summon, and trap Talents.

Projectile Talents

Shield Break

We discussed this useful Talent earlier in the General Tips section. A quick recap: Shield Break is one of the most valuable Talents in the game. Save gallons of Sanity by tossing this projectile at shielded opponents rather than bashing through the shields with damage Talents. One drawback: The Shield Break capsule spirals very slowly toward its target, so it's easy to dodge. Best to sling it at close range.

Fireball



Cain should toss Shield Break from close range, particularly against speedy enemies who might otherwise dodge its slow-moving capsule.

Fireball is best used against enemies in Chapters 1 and 2, and any thugs encountered along the way. On the plus side, Fireball shoots rapidly and hits exactly where you point. Splash damage lets you hit multiple enemies standing close together. However, it's not a very strong Talent, inflicting only 16 points of damage per shot. Thus, Fireball isn't particularly

useful as a primary weapon against enemies after Chapter 2. However, it's quite inexpensive, so use it as a Sanity saver to finish off enemies teetering on the verge of death.

Star Blast

Best used only in the early chapters of the game. Like Fireball, it moves fairly fast and inflicts some spash damage, and it's an inexpensive way to finish off near-dead enemies. But overall, this is a weak attack projectile. However, note that you cannot win your final battle, with the Bone Priest at the end of Chapter 5 without using Star Blast in a creative way!

Fan of Blades

Fan of Blades features a good cost-to-damage ratio of one to six. It expends only 10 Sanity per cast and, with its three Psionic blades, can inflict up to 60 points of damage (20 per blade). Fox tester Francis Choi says, "The six-to-one damage to cost ratio makes it an excellent Talent against slower enemies if you can hit them with all three blades, or in situations where you are low on Sanity." He adds that it also can be effective against enemies using Lesser Shield of Reflect, since the shield will reflect only one of the three blades. Still, it's not a particularly strong attack against the powerful enemies you face in later chapters.

Laser Beam

Laser Beam is the fastest projectile in the game. *Zing!* Thus, Laser Beam is good against fast, nimble enemies such as Devils and Winged Demons. No splash damage though, so you must be accurate with every shot. However, this works in your favor sometimes, letting you fire shots at close range without suffering damage yourself.

Laser Beam is the weapon of choice against quick, darting foes like Devils and Winged Demons.

Sphere of the Demon

It inflicts 96 points of pain, so it packs a good wallop. It features the fastest-moving projectile that *also* inflicts a significant amount of splash damage.

Death's Head

Death's Head is a tad slower than Sphere of the Demon, but puts a big 132-point hurt on its target. It inflicts a small amount of splash damage, too. There is no real downside to this Talent, except that nimble opponents can dodge its projectile.

Lightning Bolt

Lightning Bolt is the strongest projectile Talent in the game. It has weaknesses, however. It's very expensive to cast (54 Sanity per shot), and its projectile travels very slowly, so it's easy to dodge. Save it for larger, slower enemies such as Zombies, Butcher Bulls, or the big boss (we'll say no more) at the end of the single-player game. Lightning Bolt's large splash-damage radius makes it very effective against bunched enemies, too.

Push Talents

Psionic Push

Agent Cain needs this handy Talent to solve several puzzles and to defeat Abel in the single-player game. But it's also an efficient "attack" Talent in scenarios with cliffs, ledges, and walkways. For only 5 Sanity per cast, you can shove even big, powerful enemies to their screaming deaths. Or you can just push them away if you're cornered. Remember, however, that Psionic Push inflicts no hit point damage.

Cain should knock enemies off platforms with Psionic Push. It's a good, cheap kill.

Wave of Force

Actually, Wave of Force is an area-effect Talent. But like Psionic Push, it lets you push stuff, so we put it here. Also like Psionic Push, it inflicts no hit point damage. The difference is that when you launch Psionic Push, it pushes in one direction, but Wave of Force pushes out in *all* directions at once. You don't acquire this Talent until the end of the single-player game, but in multiplayer games, it lets you push the enemy away for defense. Best use: Shoving multiple enemies off a ledge.

Wave of Repulsion

You are only forced to use this once in the Power Station level of the single-player game. Otherwise, Wave of Repulsion keeps the enemy from blocking your path. It is useful for crossing crowded rooms to nab power-up items.

Area Talents

Area Talents unleash powerful, damaging forces in a specific area that you designate. Some area Talents are designated "Self" because they're centered on you—that is, they send a wave of damage outward from your character, yet cause you no harm. Others are "Point" area Talents because the wave of damage emanates outward from any point you target on the screen; your own point area Talents will harm you if you use them too close and get caught in their radius. Also, remember that all area effects will render you motionless for a moment after you use them. A frozen moment can be deadly in a fast-paced multiplayer Deathmatch.

Inferno

Inferno is a "Self" area Talent. The person who uses it sends a wave of damage emanating in a radius from where he stands. Inferno is necessary in the Chapter 1 battle against Priscilla Divine. Otherwise, it's effective only if you're surrounded by multiple weak enemies—rednecks or Anubis guards, for example. Not a very strong Talent, it becomes increasingly ineffective against enemies later in the game.

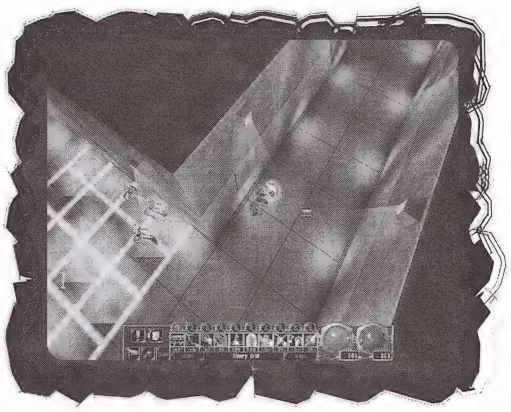
Demonic Rift

Demonic Rift is a more powerful version of Inferno. Fox Interactive tester Kevin Huynh says, "I generally use Demonic Rift by running into grouped foes and nailing the whole lot of them with this Talent. If the enemies are far apart, I run around and get them to follow me until I've herded them into a cluster, then I use the Talent." Beware, though: Like all area Talents it keeps Cain motionless for a moment.

"Self" area Talents like Inferno and Demonic Rift emanate a wave of damage from Cain's position. He should use them when surrounded.

Mummy's Revenge, Demonstrike, Hands of the Dead, and Binary Grid

These four "Point" area Talents call forth really scary entities—an ancient mummy, a hellish demon, "the rotting hands of the dead," and, even a bunch of binary data. These entities rise from the ground and inflict damage by pounding or grabbing or (gasp) digitizing anything within their reach. These are fun Talents, and very effective against multiple enemies. Remember, you can use them around corners or from behind walls to any point visible on the screen.



Cain should use "Point" area Talents like Binary Grid against multiple enemies anywhere in view on the screen—from safely around corners, for instance.

Star Shower, Eyes of Ra, Rain of Swords, and Deck of Death

These Talents work the same as the preceding group of "Point" area Talents, except they drop from above rather than rise from below.

Lightning Strike, Electrical Storm

Both of these Storm Totem Talents unleash a powerful charged blast that inflicts 216 points of damage. The higher Sanity cost of Electrical Storm (135 to Lightning Strike's 108) reflects its much wider damage radius.

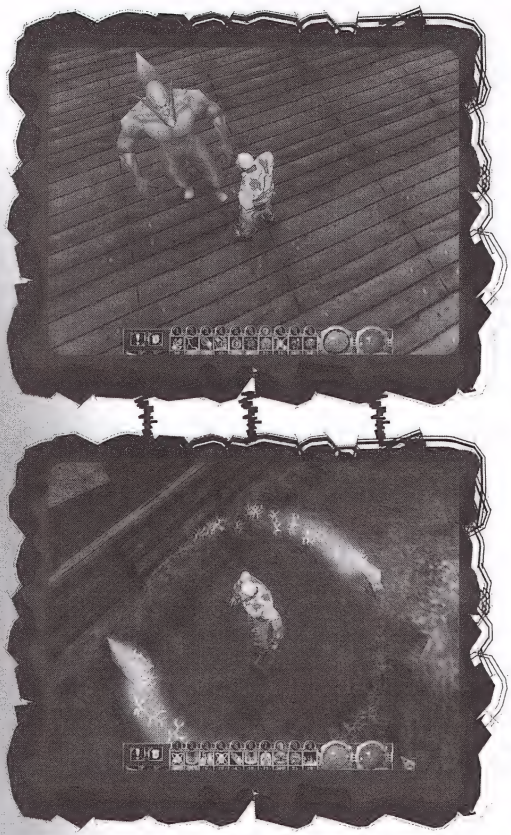
Inferno Glyph, Star Shower Glyph, Deck of Death Glyph, Psi-Suppressant Glyph, Demonstrike Glyph, Imprison Glyph, Electrical Storm Glyph, and Wave of Repulsion Glyph

These special area Talents are like land mines. You plant a symbol (a sigil that quickly becomes invisible) on the ground. When it's stepped on, the symbol triggers a particular Talent. Once planted, these insidious symbols stay active until triggered. Careful, though: symbols don't discriminate—you can trip it just as well as an enemy. So if you plant a symbol, you'd better remember where you put it.

If Cain plants a symbol trap, he'd better remember where he put it!

Summon Talents

It's nice to have an occasional ally, isn't it? Happily, *Sanity*'s Summon Talents let you call forth various creatures that attack your enemies for a short period of time. You can summon red Glyph Devils to plant Demonstrike Glyphs; purple Winged Demons to fire Sphere of the Demon; Zombies to sling Death's Heads; and, most powerful of all, Storm Djinns, two powerful creatures that orbit around you tossing Lightning Bolts at your enemies.



Cain should summon "pets" like this scary-looking Efreet. The most powerful creatures Cain can summon are the twin Storm Djinns.

Tester Gabriel Slater likes Glyph Devils "because they create havoc," and the Storm Djinns, which he calls "the best pets in the game!" Tester Francis Choi is particularly fond of the Summon Lesser Winged Demon Talent. "The Summon Talent costs only 80 Sanity," he says. "But your Demon comes out slinging Sphere of the Demon shots at your enemies—shots that would normally cost you 96 Sanity apiece. They're particularly good against green Zombies."

Trap Talents

There are two kinds of trap Talents. One type is designed to slow you down, and the other inflicts damage if you walk through it.

Sand Pit, Primordial Ooze, Imprison, and Wall of Bones

These Talents slow enemies to a crawl (and Imprison even brings them to a dead stop) and can be devastating in multiplayer scenarios. "Primordial Ooze is definitely my favorite Talent for multiplayer matches," says tester Gabriel Slater. "Imprison is a close second. It totally immobilizes an enemy, but its 'three evil spirits' travel so slowly it can be *very* hard to get it to stick."

Wall of Fire and Pit of Venom

These two area Talents lay exactly what they say on the ground in front of enemies. Anything that tries to pass through these traps suffers serious damage. "I like to drop Pit of Venom on the Butcher Bulls in the Meat Plant level of Chapter 6," says Gabriel Slater. "They're so slow (except for the occasional bull charge), it takes them forever to waddle out of the painful blue stuff. So you can hurt them pretty bad."

Defense

Sure, maybe defensive Talents aren't quite as glamorous and flashy as attack Talents, but as the saying goes: Offense wins games, defense wins championships. In *Sanity*, you can deploy three basic types of defensive Talents—shield, suppression, and protection.

Shield Talents

Shields are straightforward Talents. Each one creates a barrier around you that absorbs hit points until the shield is destroyed, dispelled, or dissipates after 60 seconds. Each Totem has its own shield Talent. In all eight Totems, the strength of the Totem's shield (in hit points) is twice its cost (in Sanity points). At the low end is Shield of Fire, which can absorb 60 points of damage and costs 30 Sanity. On the high end, Shield of Truth costs 240 Sanity, but gives you a stout barrier that's 480 hit points thick.

Cain should use shields to absorb hit point damage. Shield of Truth is the most powerful (and expensive) shield Talent.

The Illusion Totem adds a special shield Talent, Lesser Shield of Reflect. We list it under "defense" because it is a shield, but Lesser Shield of Reflect could just as easily be considered an attack Talent; it can knock even the most powerful projectile right back into the shooter's face. At 15 Sanity per use, Lesser Shield of Reflect is very cheap; this is your best Talent when the Sanity meter is running low. Its effect lasts only for a second, however, so timing is important. Use Lesser Shield of Reflect right after your enemy launches a projectile.

Suppression Talents

Suppression Talents are Totem specific—that is, each Totem has a "Suppress (Totem)" Talent that, when used, fires a little bouncing sphere of energy that explodes. Any Psionic caught in the radius of that explosion gets "suppressed," or rendered unable to use any Talent in that particular Totem for 15 seconds. For example, if an enemy nails you with a Suppress Demonology Talent, you can't use *any* of your Demonology Talents until the Talent wears off 15 seconds later.

The Science Totem features an extra suppression Talent, Psi-suppressant. This powerful little sphere suppresses *all Psionic Talents* for ten seconds—a period of time that can seem like ten years in a torrid multiplayer Deathmatch. As a result, many *Sanity* multiplayer aces keep Science Protection handy in their Talent deck, to neutralize Psi-suppressants. (For more on protection Talents, see the next section.)

Protection Talents

Protection Talents, like suppression Talents, are Totem specific—that is, they make you immune to all Talents from that particular Totem for a duration of 30 seconds. For example, Death Protection makes you temporarily immune to all Death Totem Talents such as Death's Head or Hands of the Dead; Illusion Protection takes away your fear of all Illusion Totem killers like Fan of Blades or Rain of Swords.

Some protection Talents are particularly useful in multiplayer games. For example: Nothing is more crippling in a Deathmatch than getting nailed by Psi-suppressants. But at only 80 Sanity per use, Science Protection neutralizes the annoying little spheres. "When I can get it, I keep Science Protection going almost all the time in multiplayer," says Fox tester Gabriel Slater. Because Primordial Ooze is another favorite multiplayer trap, use Demonology Protection against players who try to ooze you to a deadly standstill.

Primordial Ooze is a real drag. Cain should guard himself with Demonology Protection.

Other favorites: Storm Protection comes into your Talent deck far too late to use in the single-player game, but in multiplayer melees it guards you against the incredibly painful Lightning Talents (Bolt or Strike), and it stops enemies from knocking you over cliffs with their Wave of Force. However, it's almost prohibitively expensive at 270 Sanity per use. Truth Protection is more affordable (50 per use) and keeps you immune to those annoying Psionic Push attacks as you teeter along ledges and raised walkways.

Special Use Talents

Dispel

Here it is, the Mother of All Talents...cost-wise, anyway. Dispel is certainly a wonderfully powerful Talent, able to wipe out any Psionic Talent active within its radius. But boy, is it expensive—at 400 Sanity per use, the most expensive Talent in the game. Save it for emergency situations.

"In multiplayer games, I really only use Dispel when I've been Primordially Oozed or Imprisoned," says Gabriel Slater.

Reveal

This all-seeing Talent reveals secret alcoves, invisible platforms, and other veiled and cryptic items otherwise hidden from human (or even Psionic) eyes. It is best used in multiplayer matches: Whenever you enter a new area, use it to detect symbols on the ground. And if you're really flush with Sanity points, simply use Reveal as a nifty lantern in dark areas. (You certainly can't get through the pitch-black maze in the Meat Plant without it.)

Telekinesis

For all those levers and switches you just can't reach. This handy Talent is absolutely necessary to complete several of the single-player puzzles.

Heal

This Sun Totem Talent adds points to your Health meter. Unfortunately, it costs 2 points of Sanity for every 1 point of Health restored. So use it only when your Health meter is dangerously low and you're sure you have enough Sanity to take on the next group of enemies that may come along.

Clone

This clever Talent creates two exact replicas of your character. This is not a "Summon" Talent; the replicas have no Psionic powers and can't fight. It's merely a clever ruse, meant to distract enemies. Clone is well worth the 25 Sanity it costs if the replicas can draw enemy fire meant for you, letting you get in some licks on your confused opponents.

Tester Gabriel Slater suggests it works best in the single-player game against multiple enemies, but adds "although human players tend to be smarter and more discerning, using Clone can create a little confusion in multiplayer matches, too."

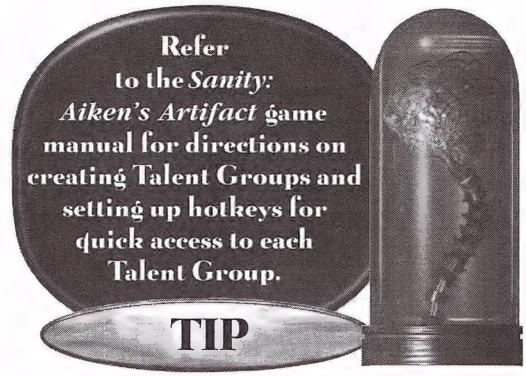
Multiplayer Strategies

Fox Interactive testers have developed a number of effective tactics for their Deathmatch showdowns. Some like to lurk like vultures on the periphery, avoiding damage and sniping away with inexpensive Talents. (Yes, it pays to scavenge.) Some take the weasel approach—hide until enemies approach, then use Invisibility and slip in behind for a quick Lightning Bolt up the tailpipe. Still others prefer shielded, toe-to-toe combat, slugging it out in the center of the arena like Psionic gladiators.

In general, our collective advice is this: In multiplayer gaming, players tend to fare better if they hone one particular set of tactical skills and stack their Talent deck to specifically execute those tactics. The idea is to try to do one thing better than anybody else. Then do it again and again until it your movement and attack styles become second nature.

Master the art of Talent management.

This helpful tip comes courtesy of *Sanity: Aiken's Artifact*'s lead game designers at Monolith, Kevin Lambert and Garrett Price. Because you can keep only 10 Talents active (in the Active Talent Bar) at any given time, it's important to have a few groups of Talents set up for different play styles, different level types, and for emergencies. After you've done that, you should master the ability to swap these new groups in and out *quickly* with the touch of a button by using hotkeys.


Refer to the *Sanity: Aiken's Artifact* game manual for directions on creating Talent Groups and setting up hotkeys for quick access to each Talent Group.
TIP

"Mastering your Talent Groups is vital to your success in multiplayer *Sanity*," says Lambert. "The best *Sanity* players always have their decks completely tailored and streamlined to suit their needs; they also have their hotkeys memorized for the quickest possible access to their Talent groups."

One thing to consider when building your deck and Talent groups: Whenever you bring new Talents

into your Active Talent Bar, you experience a delay while your character "learns" those new Talents. The more new Talents you bring into your bar, the longer the learning delay will be. So your primary Talent Groups should contain a good mix of spells.

"Inexperienced *Sanity* players sometimes group talents by similar functions," says Price. "The learning delay makes this an inefficient way to access the Talents you need. Avoid duplication in your Talent Groups as much as possible."

For example, if you have only offensive Talents in your Active Talent Bar and you suddenly need a shield, it wouldn't be wise to switch to a group of 10 shield Talents. Why? Because you'd have to wait roughly 10 seconds while your character "learned" all 10 shield Talents before you could use one!

A better method: If you have, say, seven Talents that you really like, make several different groups of these seven Talents, then add different types of Talents in the last three slots of each group—shields in one, attack or summon talents in another, and so on. That way, when you swap in a new group, your character must learn only the three new Talents, greatly reducing the learning delay.

"You could even go so far as to make multiple groups of your favorite *nine* Talents and change out only the tenth Talent in each group," adds Price. "That would yield the lowest learning delay possible."

Run!

Never stand still in a multiplayer Deathmatch. Maybe you've heard this before? Okay, but it bears repeating, over and over, like a mantra. Keep moving, keep dodging, keep zigging and zagging, even if the current room seems deserted. Chances are someone is getting a bead on you right now...even as we speak!

Stop!

But here's an exception we mentioned in the General Tips and Tactics section, too. Whenever you're about to enter a new corridor or room or open area, halt at the corner or doorway. Then make two quick (and we mean *quick*) reconnaissance moves: First, quickly swivel the camera a full 360 degrees to scout around the corner and into the room ahead. Second, quickly use Reveal. Then run into the new area. The Psionic light of Reveal will expose any symbols planted in the room.

Know the difference between the Greater and Lesser Shields of Reflect.

We've mentioned Lesser Shield of Reflect elsewhere in Part 1 because it is available in both the single-player and multiplayer versions of *Sanity: Aiken's Artifact*. Greater Shield of Reflect is a multiplayer-only Talent, however. Here's an important note about how each works.

When used, Lesser Shield of Reflect lasts only for a second. When you reflect a projectile using Lesser Reflect, your timing determines the speed at which the projectile is reflected. For example, if you use the shield at the very last moment—that is, *just before* your character gets hit by the enemy's projectile—the projectile will be reflected back at maximum speed...up to twice its original speed! If you use Lesser Reflect earlier, and the enemy projectile hits after the shield has been active half a second or so, then the projectile will be reflected back at a slower speed (as slow as half its original speed).

Thus, the effectiveness of Lesser Shield of Reflect depends on when you actually click your mouse button. For example, to hit Adrian Starr in the boss fight at the end of Chapter 2, you must use this tactic to reflect projectiles back at great speed.

Greater Shield of Reflect has the same speed-modifying trait, but this shield lasts about 30 seconds and the speed-modifying trait only happens during the first second of the shield's life. So Greater Shield of Reflect acts just like Lesser Shield of Reflect for the first second; then for the remaining 29 seconds, it simply reflects back any projectile at the projectile's original speed. Of course, Greater Shield of Reflect also *costs* more than its "lesser" cousin because it lasts longer and isn't as timing-dependent.

Sprint through rooms to safely trigger glyph traps.

If for some reason you don't have Reveal in your Talent deck, use Haste and sprint through new areas. Zigzag to cover the entire area if you can. This way you can trip any glyph traps in the room without taking damage. Execute this tactic whether or not you have Haste in your Talent deck. Even at regular running speed, you can trip most glyphs and get out of their blast radius in time to avoid damage.

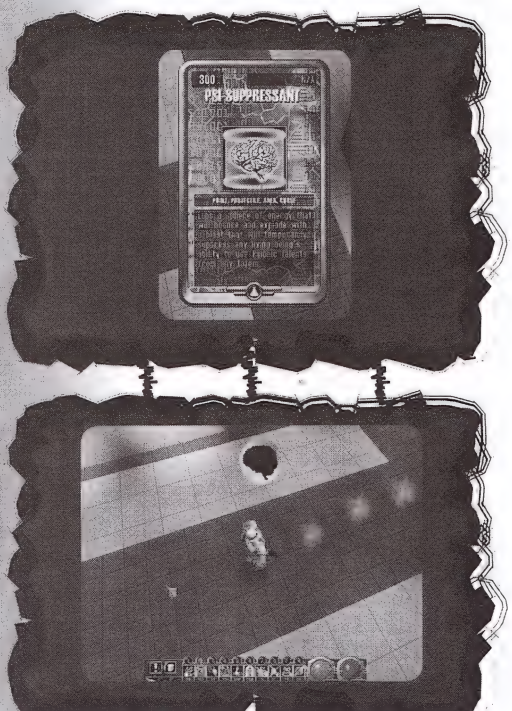
Cain runs a lot. This makes him a harder target and lets him move safely through symbol traps.

Don't be predictable.

Rookies often learn this seemingly obvious tip the hard way. Run and dodge, yes. But don't run and dodge the same way, over and over. Some people get into predictable patterns of dodging—back and forth, back and forth. Experienced gamers will quickly recognize this error and adjust their firing leads accordingly.

Learn how to use (and counter) the Psi-suppressant Talent.

When you first run into enemies lobbing Psi-suppressant grenades—in the single-player game, it's those fiendish blue Droids in Chapter 3—all you can think about is, "How do I get some of them little balls for *myself*?" Being suppressed is not a pleasant experience. It's like playing baseball without a bat. All you can do is run around (and not very fast, because you can't use Haste) and try to avoid getting tagged.



Psi-suppressant is a real killer in *Sanity* multiplayer games. Without Psionic powers, all Cain can do is run.

If Psi-suppressant is available in your multiplayer game, by all means obtain and use it. But be frugal; it costs 300 points of Sanity per use. If you're in trouble, use it defensively to aid your escape. If you have an opponent on the ropes, use it offensively to expedite the kill shot. A suppressed foe can't use a shield or any type of protection Talent.

To avoid getting suppressed yourself, keep Science Protection in your Talent deck at all times. Some Fox testers just keep it active the entire multiplayer session. Although it costs 80 Sanity per use, it does last a good 30 seconds and protects you from Psionic impotency.

Always fire Psi-suppressant grenades at medium range!

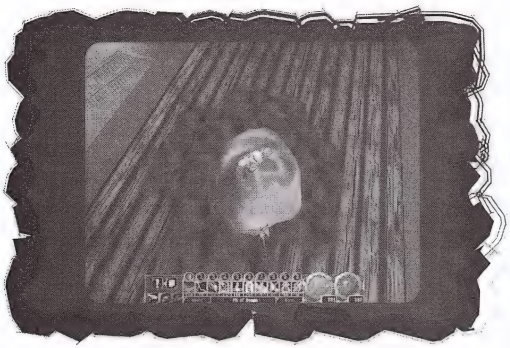
The bouncing Psi-suppressant grenade is slow and easy to dodge when fired from a distance. And believe me, nothing is more depressing than watching your glorious 300-point Talent explode and dissipate into thin air—having no effect whatsoever. So you want to get as close as possible when you launch it at enemies.

The key phrase there is "as close as possible." Don't forget that Psi-suppressant grenades explode with an area effect. So if you run up and toss a grenade in your enemy's face at too close range, you'll get caught in the blast and get suppressed, too. Experiment a bit to measure the width of the Psi-suppressant blast radius.

Try the "Haste-Ooze-Venom" attack.

Sanity: Aiken's Artifact multiplayer gaming is so varied that everyone can (and should) develop their own unique set of movements and tactics. But here's an example of a specific attack combination that one Fox Interactive tester, Gabriel Slater, has perfected.

"First, I use Haste for added speed," he says. "Then I quickly select Primordial Ooze and start sprinting after a target. Good players are always moving, so it's hard to 'ooze' them. But with Haste, I can run into their path long enough to slow them a bit. Then I nail them with Primordial Ooze, sprint to a safe distance, and drop Pit of Venom atop their slow sorry hide."



Here's a nice portrait of despair: Cain, oozing in a Pit of Venom. He should avoid this deadly, sapping combination.

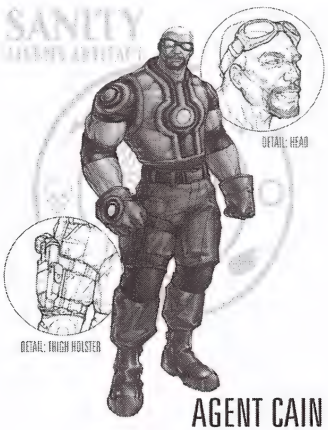
Use glyph Talents a lot.

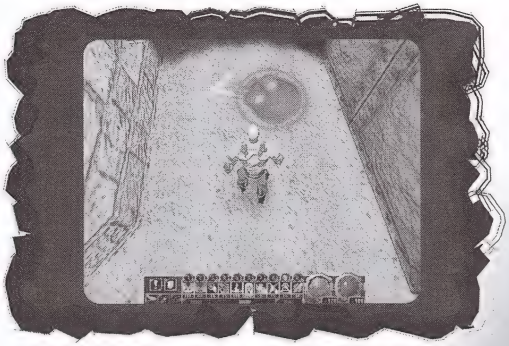
Glyphs are sneaky things. As mentioned earlier, most can be triggered harmlessly by simply running full speed over them. But two dastardly glyphs take effect immediately upon detonation—Imprison Glyph and Psi-suppressant Glyph. Both are much cheaper than their non-glyph counterparts. And the immediate effect also removes the frustration of enemies dodging the slow-moving projectiles of Imprison and Psi-suppressant. Once an enemy steps on Imprison Glyph, he's caught. No dodging possible.

"In multiplayer, I think the glyph versions of Imprison and Psi-suppressant are better than the regular versions...*if* you remember where you put them," says Gabriel Slater.

Try the double-glyph combo trap.

Here's another specific tactic, an offshoot of the preceding tip, courtesy of Kevin Huynh. He says, "One of my favorite multiplayer tricks is to stack both the Psi-suppressant Glyph and the Imprison Glyph over a good lure (such as a Sanity Container)." You can imagine what happens to the poor fool who steps on that spot—rooted, unable to use Talents, ripe for the picking.





Cain should stack the Imprison Glyph over the Psi-suppressant Glyph for a double-deadly multiplayer trap.

Don't use an expensive Talent when a cheap push will do.

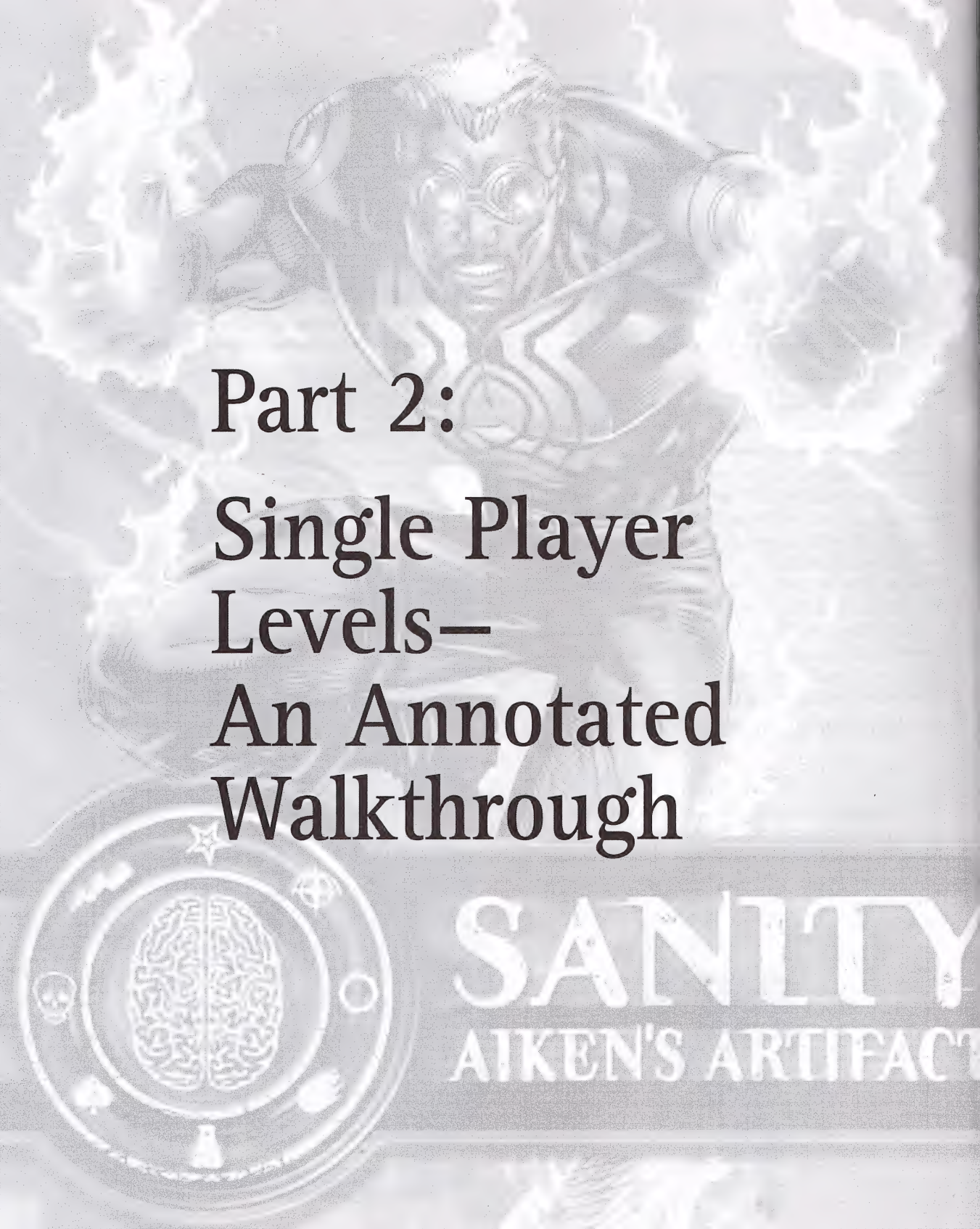
Obviously, any multiplayer map with cliffs, ledges, or raised walkways—and the possibility of falling off such features—means that Psionic Push, Wave of Force, and Wave of Repulsion are good Talents to keep in your Talent deck. Sure, you can hammer foes with big, expensive Lightning Bolts and such. But it's so economical (and so much *fun*) to give 'em a cheap Psionic stiff-arm over the brink and into the abyss. While this won't result in a positive kill for you, it will certainly result in a negative kill against your opponent.

Dispel those birds.

This tip falls into the "cool dirty tricks" category, courtesy of Fox Interactive tester Ellen Williams. "In multiplayer, if you see an opponent use Levitate," she says, "run over to them and use Dispel. Their wings disappear and they drop like a rock!"

NOTE

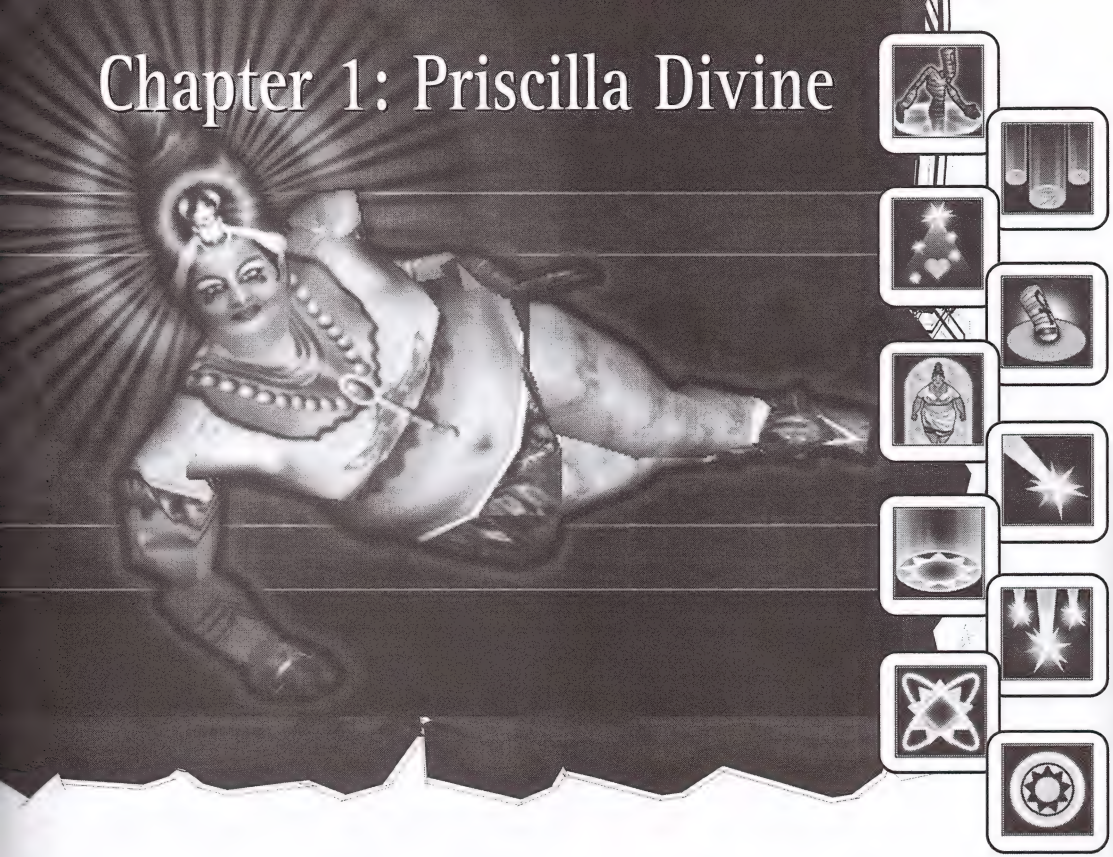
You can replay the game with all of the Talents and the maximum Health and Sanity that you acquired at the end of the game. This gives you a chance to really beat up on the enemies, and also look for the secrets that you may have missed along the way.



Part 2:

Single Player Levels— An Annotated Walkthrough

Chapter 1: Priscilla Divine



Chapter 1 of *Sanity: Aiken's Artifact* chronicles your search for one of your oldest Psionic nemeses, Priscilla Divine. The chapter opens with some simple training at DNPC Headquarters. Then you're off to the desert trailer park called Pharaoh Village, where suspicious and unhelpful locals and huge Anubis guards block the way to Ms. Divine's Psychic Link Network.

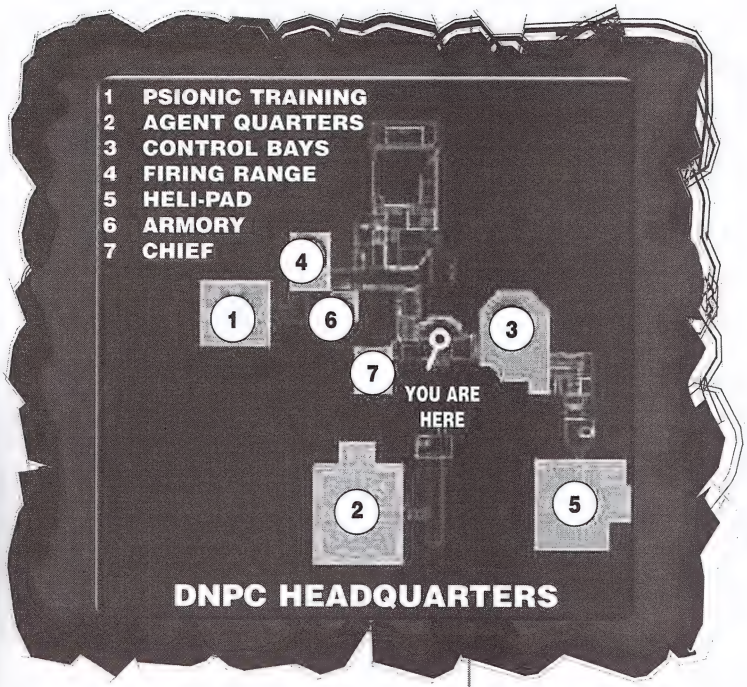


Fig. 1-1. Here's your handy map of DNPC Headquarters—for this level, anyway.

Level 1: DNPC Headquarters

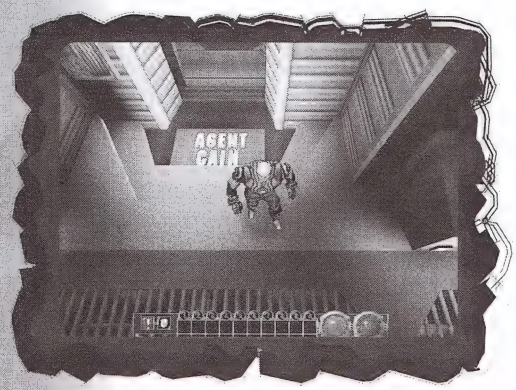


Fig. 1-2. Time for some Divine intervention. Let's raise Cain!

One's headquarters should be a nice, safe place. And so it is for Agent Cain here at the DNPC—for now, anyway. This first level of *Sanity: Aiken's Artifact* simply introduces you to Cain, his Chief, his Controller, and the basics of Psionic combat.

Cain's Room

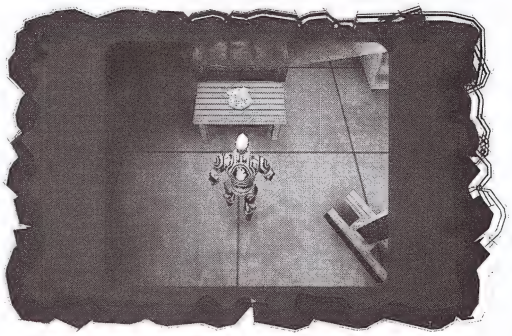


Fig. 1-3. First things first. Cain's got no authority without that DNPC badge on the desk.

- When the game hands you control of Cain, turn left and walk to the table to pick up Cain's DNPC badge.
- Go back to the fan and continue to the next bay to the left.
- Turn around and walk through the middle of the room (over the fan spinning under the acrylic floor) and continue to the bay on the left.
- Click on the computer to get some important background.
- Go back to the fan and continue to the next bay to the left.

- Approach the desk with the ringing cell phone to answer it. You get a message from Royce (the Chief): "Report to the war room."

Fig. 1-4. Cain grabs the ringing cellular phone to get an invitation to the Chief's "war room."

For fun, you can explore the bay. Check out the photo of you and the Chief on the desk. Get an eyeful of the January page of your wall calendar. Finally, examine the newspaper clipping on the bulletin board. It's odd that you would post such a painful reminder in plain sight. This tells you what kind of guy you are—determined not to repeat mistakes.

Fig. 1-5. Cain's room has some interesting personal items, including a newspaper clipping of his recent debacle.

- Walk back to the middle of the room (again, over the spinning fan).
- Before exiting, turn right and walk up to the DNPC Database. Choose a topic to learn more about DNPC, General Agent Conduct, Dr. Joan Aiken, Pricilla Devine, or the Psonic Booster Serum.
- Turn left to exit your room.

DNPC Corridors

- Just outside your room, turn left and walk to the end of the corridor.
- Talk to the guard; after a comment about your "psycho brother" Abel, he lets you through the gate.
- Approach the next guard. If you talk to him, he asks for your identification.
- Click the badge icon on the guard to show ID; he opens his gate.

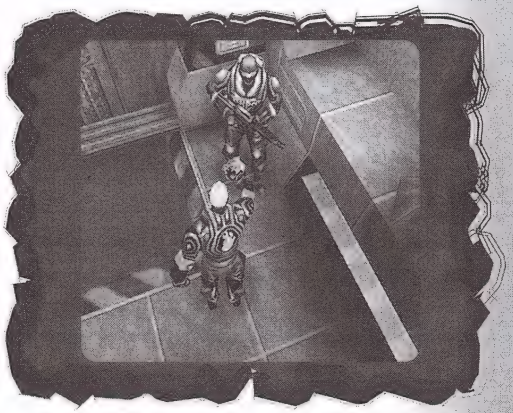


Fig. 1-6. Cain shows his DNPC badge to get past the guard at the second gate.

- Now continue down the hallway until you run into Agent Strassburgh.
- After the friendly exchange with Strassburgh, continue through the next set of doors.

Fig. 1-7. Strassburgh seems like a nice fellow.

- Once through the doors, go left to trigger an automatic phone call from Jim in the Armory. Your new weapon is ready.
- Continue forward until you see the room labeled "DNPC."

Fig. 1-8. Jim says Cain's new gun is ready down in the Armory.

This is the entrance to Chief Royce's office suite. But if you approach the guard, he tells you the Chief isn't ready to see you yet. Let's get your new weapon first.

- Go down the stairs just to the right and continue through the inactive laser doorway.
- Turn left and proceed to the Armory.

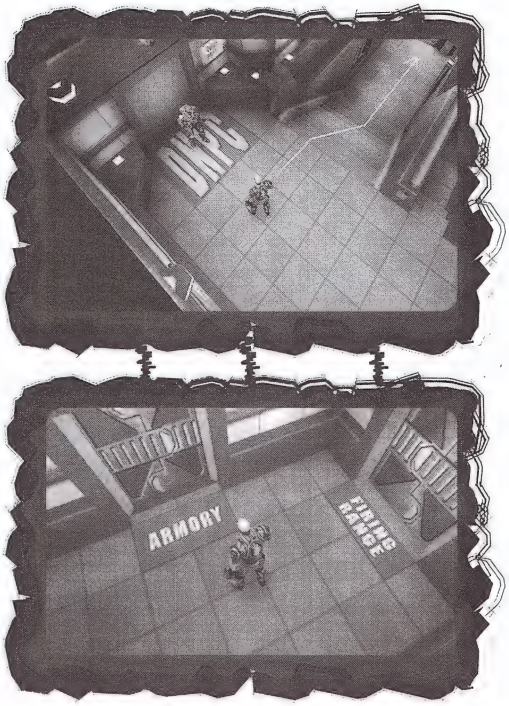


Fig. 1-9. Cain goes down those stairs to the right of Chief Royce's office to find the Armory and Firing Range.

The Armory

- Enter and talk to Jim.
- After Jim puts your new gun in the slot, he asks if you want to use the Firing Range. Either answer will get you some target practice. (Jim reminds you to keep your weapon holstered while you're in the building.)
- Approach the gun to grab it.
- Exit the Armory, turn left, and enter the room marked "Firing Range."

Firing Range

The range boss tells you to take the far lane. When you approach that lane, the camera angle moves behind you.

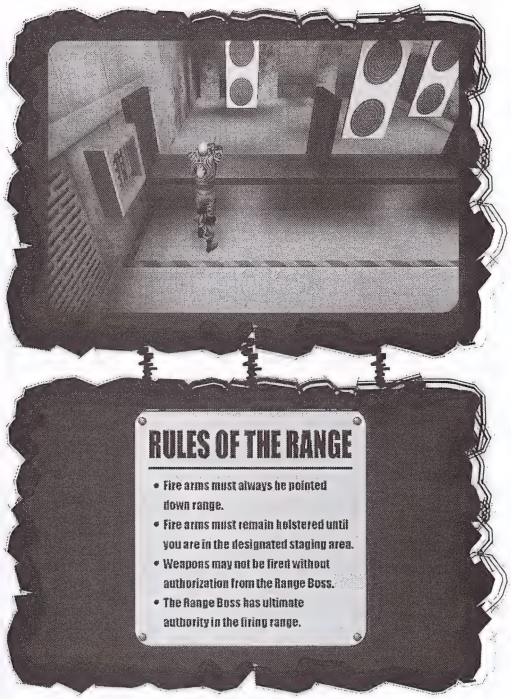

RULES OF THE RANGE
• Fire arms must always be pointed down range.
• Fire arms must remain holstered until you are in the designated staging area.
• Weapons may not be fired without authorization from the Range Boss.
• The Range Boss has ultimate authority in the firing range.

Fig. 1-10. Cain takes his gun into the Firing Range and follows the range boss's instructions. He should remember the rules of the range.

- Click on the gun icon to draw your weapon.
- Fire at the target three times. The range boss asks if you'd like to "take a run in the Psi-Chamber."
- Enter the door behind the sign that reads "Psionic Training Area."

Psionic Training Area

- Follow the corridor to the Fireball Talent card spinning in the air.
- Walk through the Talent card to acquire the Fireball Talent. Wow!

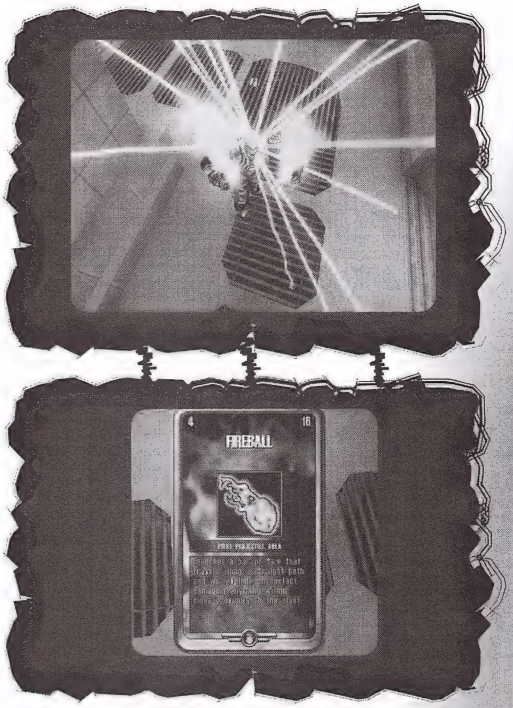


Fig. 1-11. Cain walks through the spinning Talent card in the Psi-Chamber. He gets ready for a light show.

- Continue down the corridor through the next set of doors to enter the actual training chamber.
- Click on Fireball in the Talents menu (bottom of screen) to activate that Talent. You will launch a fireball at anything you left-click on.

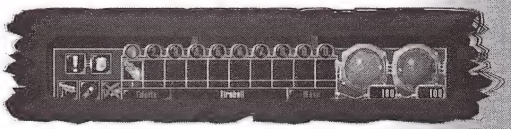


Fig. 1-12. Once Cain gets the Fireball Talent card, it appears on the Active Talent Bar at the bottom of the screen. To activate Fireball, click on it.

- Walk toward the middle of the chamber. An automatic recording tells you to pull the lever on the left side of the chamber.
- Pull the lever at left to start the exercise.
- To hit the lever with a fireball blast, left-click on the bull's-eye target that appears.
- To complete the Psionic training simulation, you must pass three increasingly difficult tests. In Level 1, you must hit one target per round; in Level 2, two targets per round; and in Level 3, three targets per round.
- After you complete each level, drink the vial of blue Sanity serum, pull the lever to activate the next level, and walk back to the center of the chamber.

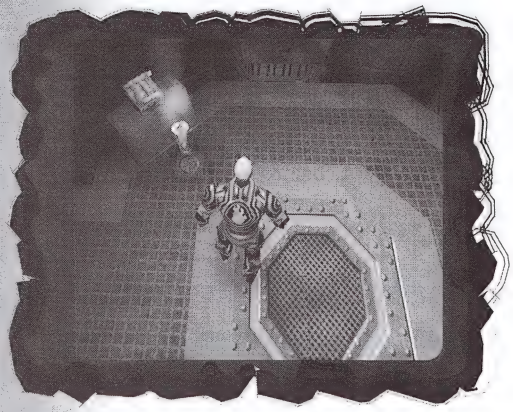


Fig. 1-13. After Cain completes each training level in the Psi-Chamber, he grabs the Sanity serum refill to keep his Sanity level high.

- After you've completed all three training levels, obtain enough blue serum to bring your Sanity level back up to 100. (A new vial appears every few seconds.)
- Exit the Psionic Chamber, and then exit the Firing Range.
- Now the Chief is ready to talk. Go up the stairs to Chief Royce's office (the door behind the "DNPC" floor sign).

Royce's Office

- Approach the room. The guard lets you in.
- Approach Chief Royce, who stands at the far end of the long conference table.

Chief Royce outlines your first mission. A rogue Psionic named Priscilla Divine—the "Hotline Queen"—is head of a new fringe group of Psionic radicals known as the Eyes of Ra. Divine has created a front organization called the Psychic Link Network, ostensibly a group of psychics, located in a desert trailer park. Your job: infiltrate the Psychic Link headquarters and apprehend Priscilla Divine. Royce tells you to pick up your orders from the table and go meet your new controller in Bay 5.

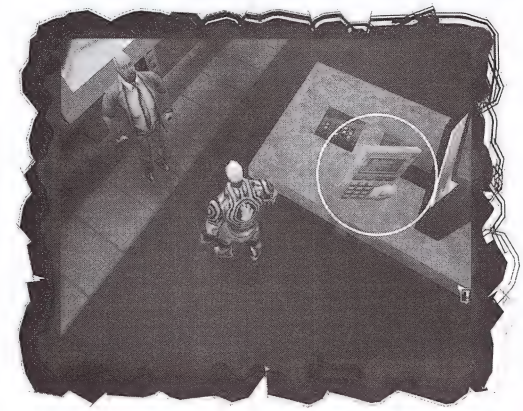


Fig. 1-14. Royce tells Cain about Priscilla Divine, the Psychic Link Network, and the Eyes of Ra. Cain grabs those orders (circled here) on the table.

- Approach the orders (spinning on the conference table) to pick them up. Until you use them later, the orders icon will spin in the upper right corner of the screen.
- Exit Royce's office and run straight down the corridor until you reach the door marked "Controller Bays and Heli-Pad."

Controller Bay 5

Each Psionic Agent has a headquarters-based "Controller" who monitors the agent's field activities. Your new Controller is Kiki Frost. Time to meet her.

- Once through the door, walk forward a bit, then descend the stairs to your left. Kiki Frost waits in the violet-lit bay.
- Frost automatically greets you. Listen to the conversation.

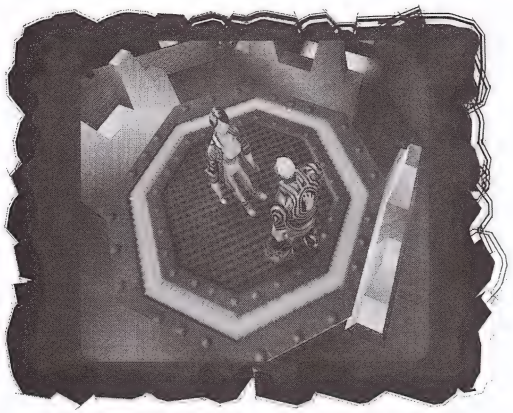


Fig. 1-15. Cain meets Kiki Frost in Controller Bay 5. Ms. Frost will monitor his actions in the field.

In this exchange, you learn that to avoid inflicting what the military calls "collateral damage" (dead civilians), you have volunteered to have an aggression control chip implanted in your brain. Controller Frost explains how the chip works. An implant prevents a Psionic Agent from exerting unnecessary force and aggression on innocent civilians. When the chip detects force against someone who has shown no signs of aggression, it releases a synaptic signal that immediately "takes down" the agent.

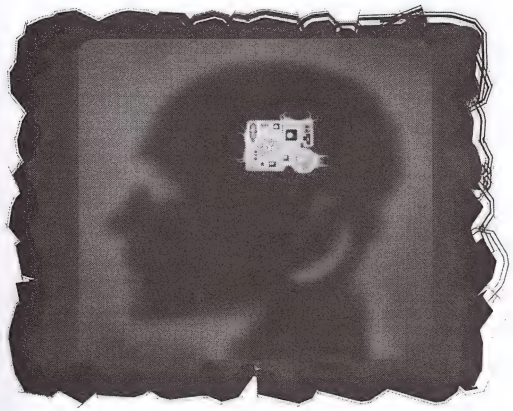


Fig. 1-16. The aggression control chip implanted in Cain's brain will "take him down" if he uses unnecessary force.

But note: The implant can't distinguish between deliberate and accidental acts of aggression. So you must be careful not to let controlled force against bad guys affect any innocent bystanders.

- When the conversation ends, go back up the stairs and turn left.
- Climb the stairway marked "Heli-Pad" and go through the doors at the top.

Fig. 1-17. After Cain's meeting with Controller Frost, he heads for the Heli-Pad.

Heli-Pad

- Approach the guard. He automatically takes your orders and then moves aside.
- Continue straight through the door labeled "Heli-Pad."

You automatically catch a chopper ride to the Pharaoh Village trailer park located "somewhere in the desert."

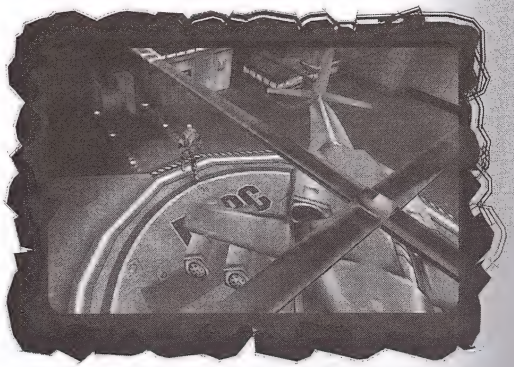


Fig. 1-18. A DNPC helicopter waits to transport Cain to his first destination—the Pharaoh Village trailer park.

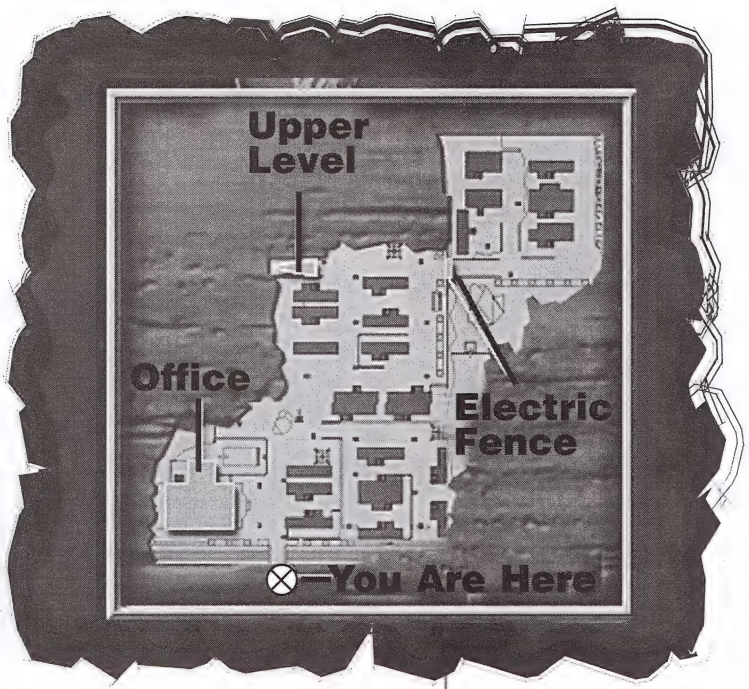


Fig. 1-19. Overview map of the trailer park

Level 2: Pharaoh Village Trailer Park

The DNPC chopper drops you just up the road from the trailer park where Priscilla Divine's Psychic Link Network operates. This level eases you into *Sanity*-style combat.

Road Outside Trailer Park

- From the start, walk to the road directly in front of you. A car speeds past with a yelling local.
- Follow the road to the left (the direction the car went). You receive a checkup call from Frost. She also gives you directions to the manager's building.
- Walk down the road until you reach the friendly local. Talk to him. He warns you about "weird stuff" at the Psychic Link place.
- Activate your Fireball Talent.

NOTE

As you walk around, remember that your aggression control chip will take you down if you attack when not provoked.

- Continue down the road to the three hostile locals. Wait until they attack, then wipe them out and scoop up vials of Health and Sanity serum.

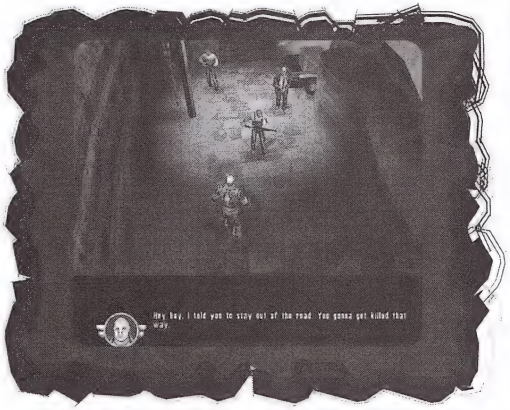


Fig. 1-20. Cain's first fight—three yokels who don't like "city boys."

Fig. 1-21. Cain gathers Health and Sanity items after the fight.

- Walk through the gate and take another call from Frost. Run down the ramp to the trailer park entrance.

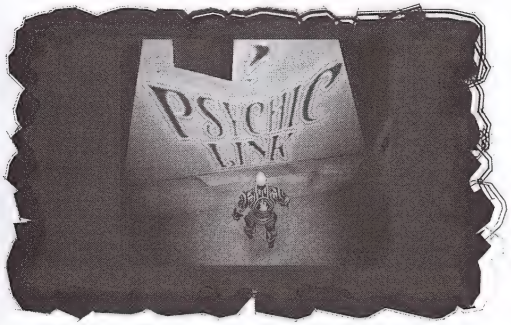


Fig. 1-22. Looks like you're in the right place.

Trailer Park: Phase 1

The entry gate has an overview map of the Pharaoh Village trailer park. For easy reference, we've included it in Fig. 1-19. Your next destination is the manager's office.

Fig. 1-23. The park manager's office is just left of that yellow car. A Phase 1 map is posted near the entry.

- Walk over the bridge into the trailer park. Continue forward. Then turn left just before the yellow station wagon (not too far ahead).
- Climb the stairs and enter the office.

Manager's Office

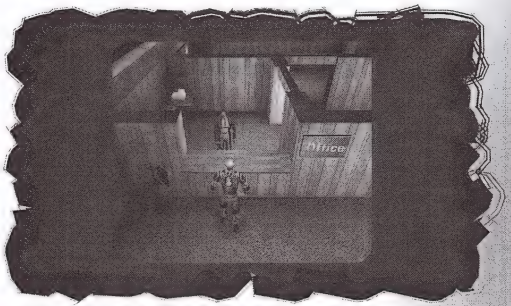


Fig. 1-24. The manager won't cooperate unless Cain shows him his DNPC badge.

- Show the manager your DNPC badge. He gives you directions through Phase 2 to the Psychic Link gate. He notes that the gate is usually locked.
- Exit the office.

Phase 1 Streets

- Outside the office, go left onto the brick road just past the yellow station wagon.
- Follow the brick road to the windmill near the entrance to Phase 2.

SPECIAL SECRETS

Secret Talent–Fists of Fire

- Instead of walking into Phase 2, take a hard right at the windmill and go up the small ramp.
- Take the second right (just before the water tower) and continue past two locals standing by the truck. You should find a small shed at the end of the street.
- Blow up the shed.
- Grab the Fists of Fire Talent.

6
10
FISTS OF FIRE
SELF, BLESSING
Creates four burning fists that travel a short distance away from your position in different directions, and will explode, damaging anything within close proximity to their blasts.

Fig. 1-25. Cain finds the small shed (circled here) in Phase 1 and blast it to get the Fists of Fire Talent.

- Return to the Phase 2 entrance near the windmill.

Phase 2 Streets

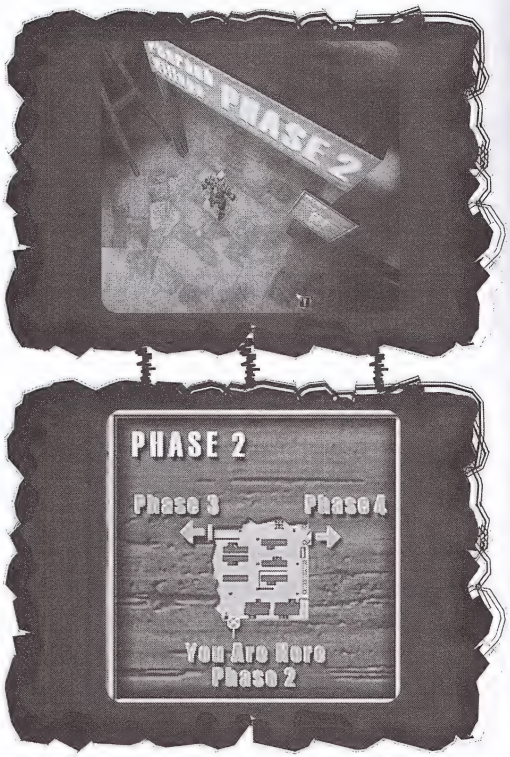


Fig. 1-26. Cain checks out the Phase 2 map on the entry gate.

- To orient yourself, look at the Phase 2 map on the entry signpost. (See Fig. 1-26.)
- Proceed through the Phase 2 gate down the brick road. When it ends, turn right onto the normal paved road.
- Follow the paved road as it turns left, then go straight until you reach the Phase 4 electrified fence on your right.

This high-voltage gate leads to the Psychic Link headquarters in Phase 4. But it's locked, as you might expect, and fireballs won't work on it. How can you get through this thing?

Fig. 1-27. The gate to Phase 4 (and the Psychic Link) provides a shocking experience.

- Activate the Fireball Talent.
- Follow the brick road leading away from the electric fence. You run into three more hostile locals loitering in the road.
- Flame broil the hostile locals. Beware of a fourth guy toting a gun. He sneaks up behind you in the heat of battle.
- After the hicks are toast, climb the ramp to the Phase 3 gate. Check out the map on the signpost. (See Fig. 1-28.)

Phase 3 Streets

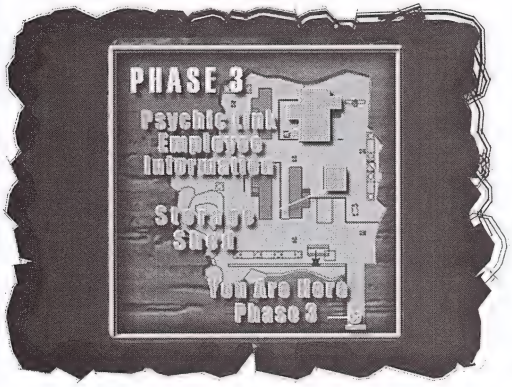
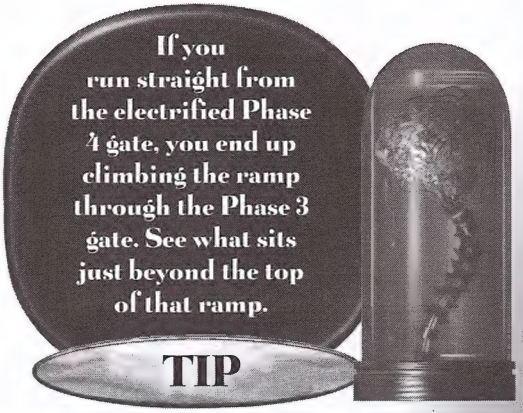


Fig. 1-28. Phase 3 map


If you run straight from the electrified Phase 4 gate, you end up climbing the ramp through the Phase 3 gate. See what sits just beyond the top of that ramp.
TIP

- Step through the gate and turn left at the car with the flame paint job. (As you say, "Flames never go out of style.")
- Follow the road around the corner to the right, then take a right at the intersection.
- Continue past the barking dog.
- Turn left at the sign that reads "Psychic Link Employee Information."

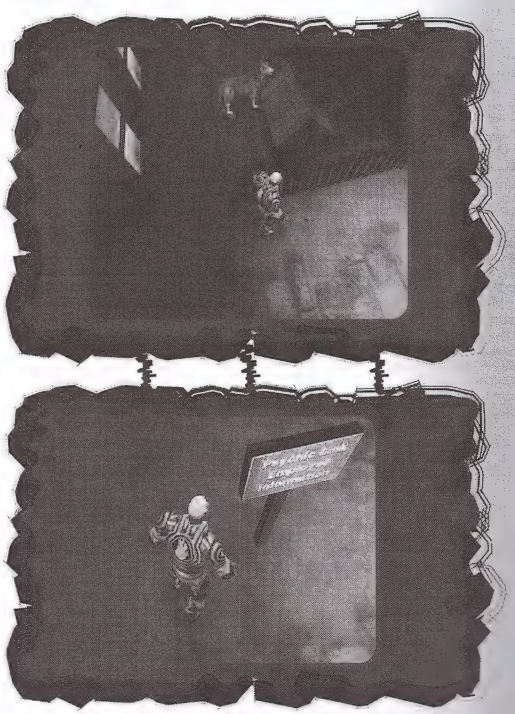


Fig. 1-29. Cain walks past the barking dog, then turns left at the Psychic Link sign.

- Talk to the man at the doorway. From the dialogue choices, select: "Because if you don't tell me, I'm gonna go around back and personally muzzle that dog of yours."
- The man runs out to calm Flash the Dog. Take this opportunity to enter his house.

Dog Man's House

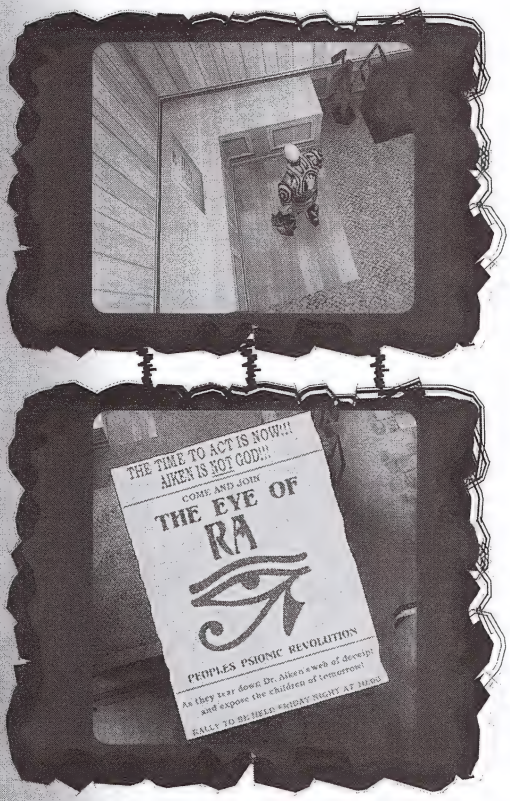

THE TIME TO ACT IS NOW!!!
AIKEN IS NOT GOD!!!
COME AND JOIN
THE EYE OF
RA
PEOPLES PSIONIC REVOLUTION
As they tear down Dr. Aiken's web of deceit
and expose the children of tomorrow!
RALLY TO BE HELD FRIDAY NIGHT AT MIND

Fig. 1-30. Cain grabs the coded document on the counter. Then he examines the Eye of Ra flyer in the back room.

- Grab the document on the counter. It just looks like a bunch of numbers...but wait, it's on Psychic Link Network stationery!
- Continue into the back room and look at the flyer on the table. Aha! The Eyes of Ra. But what do they have against Joan Aiken?
- On your way out, you get a phone call from Frost.

When you describe the coded document, Frost asks you to fax it to her. You may recall seeing a fax machine in the park manager's office. Time to backtrack a bit. But be prepared for some combat on your way to the office back in Phase 1.

Trailer Park Streets

- Activate the Fireball Talent.
- Run past the dog to the intersection and turn left. Hostile goons wielding rifles and baseball bats roam the area.
- Follow the brick road as it turns left, then turn right when you reach the car with the flame paint job.
- Exit the Phase 3 gate, go back down the ramp, and take a right turn at the bottom. Follow the paved road to the intersection and turn right again to reach the brick road.
- Turn left onto the brick road and walk through the Phase 2 gate.

You could go all the way back to the front door of the park manager's office, but it's locked. You need an alternate entrance. Fortunately, the office's back door is accessible via the swimming pool area.

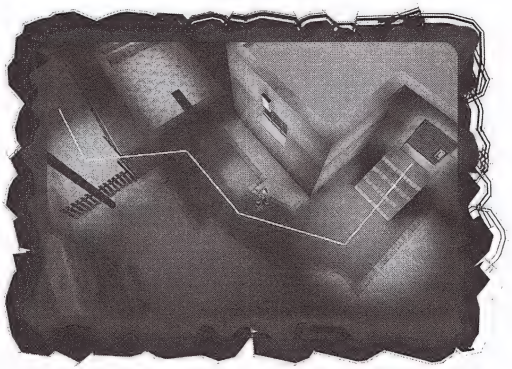


Fig. 1-31. Cain follows this route through the swimming pool gate to the back door of the manager's office.

- From the windmill at the Phase 2 entrance, veer right and walk along the swimming pool fence.
- Go through the open gate, turn right, and follow the brick walkway to the stairs that lead up to the back door.
- Climb the stairs and enter the office.

Manager's Office (Back Rooms)

- Once in the office, go through the doorway on the left, then turn right and walk up to the fax machine.

You automatically fax the document to Frost, but you get caught! Watch the scene unfold. Oops, the manager dropped his key. Pick it up for him.

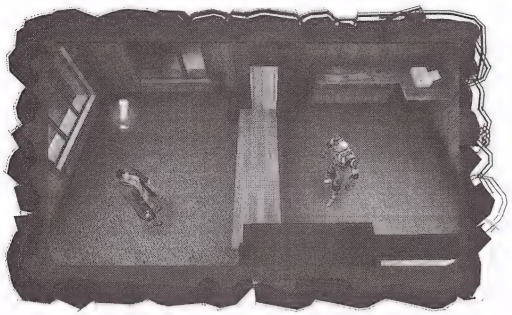


Fig. 1-32. When the manager exits to call the cops, he drops a key marked "S." Cain runs around through the front door and picks it up.

- Exit the office through the back door (the way you came in).
- Exit the pool area through the open gate.
- Run along the outside of the pool fence, turning right at its end. Walk until you see the main entrance to the office.
- Run into the office and grab the key that the manager dropped. You note it has an "S" on it.
- Exit the office.

When you leave the office, Frost calls and surmises the numbers on the faxed document are an access code of some sort. Access to what? Something behind that electrified fence to Phase 4, no doubt.

Trailer Park (Outside Office)

- Step onto the brick road and go left. A frightened local runs up to you looking for help.
- The poor fool is fencing Talents—an illegal and highly dangerous activity. Click on "Sure. I'll help you."
- The man gives you the Inferno Talent.

Sure. I'll help you.
10
16
INFERNO
SELF AREA
Creates a fiery wave of destruction that emanates from your position and travels across the ground damaging anything within its radius.

Fig. 1-33. When Cain agrees to help this frightened local, the man hands over the Inferno talent.

- Step away from the fellow. This triggers the appearance of some other guys who want the Talent badly.
- Destroy the pack of locals.

Now use that key. Remember anything on any park map that begins with an "S?" How about that Storage Shed on the Phase 3 map?

Trailer Park Streets

- To get back to Phase 3, follow the brick road past the windmill through the Phase 2 sign, turn right onto the paved road, take the first left onto another paved road, continue to its end, then go left up the ramp to the Phase 3 gate.
- Check the Phase 3 map again. The Storage Shed is right across from the Psychic Link Employee Information office.
- At the top of the ramp, go left (at the flame-painted car) and follow as the road turns right, then take a right at the intersection. Go past the doghouse (the dog is gone now), then turn right when you reach the Psychic Link Employment Information sign.
- Now you're facing the Storage Shed, the building with the pair of big "Keep Out" signs posted.

Storage Shed (Exterior)

- Walk toward the shed.

You automatically unlock the shed door with the manager's key, revealing a propane tank.

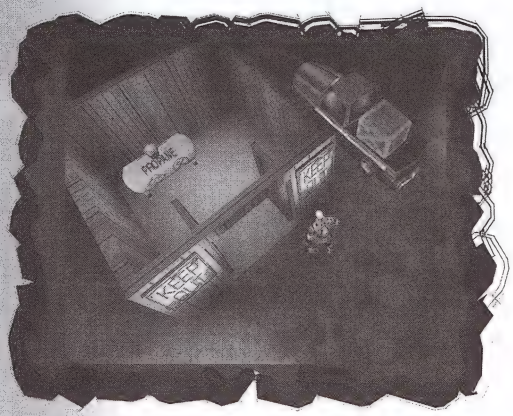


Fig. 1-34. The manager's key unlocks this storage shed...which houses one huge propane tank.

Boy, that's a big propane tank. Say, I bet it would blow up really well. And look what's on the other side of the shed—the flame-painted car, sitting on blocks, pointed conveniently down the ramp that runs straight to the high-voltage Phase 4 gate. But you'd better keep your distance. An explosion like that might hurt.

- Activate Fireball Talent.
- Sling a fireball at the propane tank. The tank explodes, knocking over a streetlight...which in turn knocks the flame-painted car off its blocks. The car fires down the ramp and smashes through the electrified fence. Nice work!

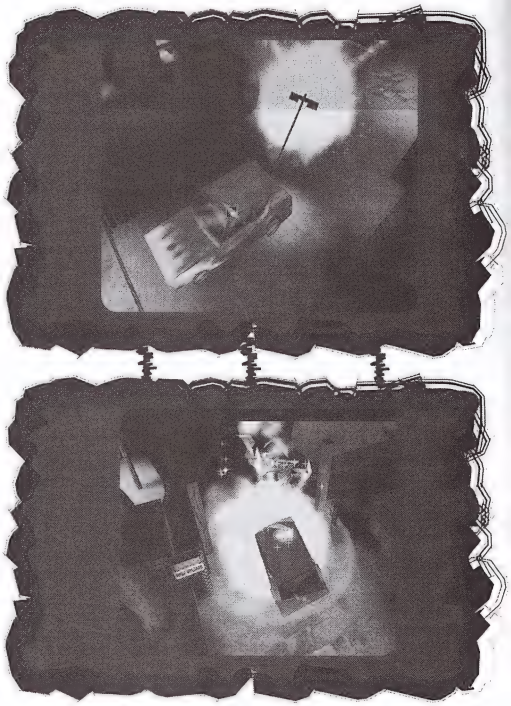
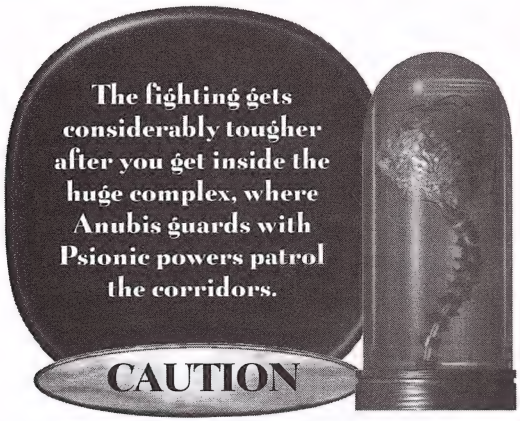


Fig. 1-35. When Cain ignites the shed's propane tank, the explosion knocks over a streetlight. The falling pole propels the nearby car through the Phase 4 gate.

- Follow the car's route, running down the ramp and straight down the road through the Phase 4 gate. This ends Level 2.

Level 3: Psychic Link

You must now infiltrate the Psychic Link Network facility and apprehend Priscilla Divine.


The fighting gets considerably tougher after you get inside the huge complex, where Anubis guards with Psionic powers patrol the corridors.
CAUTION

- After the opening scene with the locals, run down the brick road to the right (not up the ramp), then go left at the streetlight.
- Continue until you reach the bridge at the end of the road. Deal with the hostile rednecks along the way.

Entry Bridge

- Show your DNPC badge to the guard by the bridge gate. He opens the gate and lowers the drawbridge.
- Walk across the bridge. Frost calls again. She hasn't cracked the code on the document yet.
- Continue up the pillar-lined path to the Psychic Link facility's main entrance.

Psychic Link (Entrance)

- Talk to the guard. Run through the entire dialog. He says you need an employee password. Rats! What now?
- Turn around and head back the way you came. You see a little girl standing in the path; she runs off to the left.
- Follow the little girl through the opening on the left side of the path.
- Talk to the girl. Her name is Manda and she knows you. "We can see things. We knew you'd come. We're the children of tomorrow." Spooky! She offers you the Mind's Eye Talent.
- Take the Talent.

MIND'S EYE
TARGET
Calls upon the omnipotent power of Truth to give you the ability to peer into the minds of others and read their thoughts.

Fig. 1-36. Manda the child Psionic gives Cain the Mind's Eye Talent.

Secret Container!

A valuable Sanity serum container is hidden near where you talked to Manda. But you must open a pair of secret passages to find it.

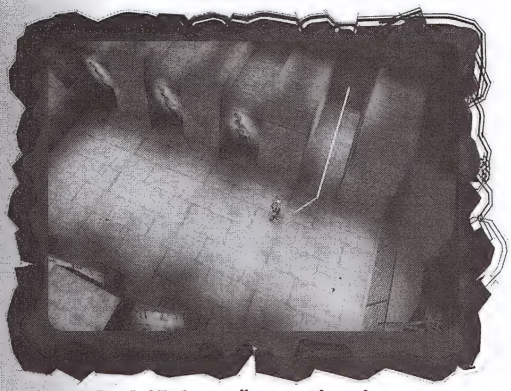


Fig. 1-37. Cain walks up to the rightmost wall block on the wall where he meets Manda. A secret passage opens.

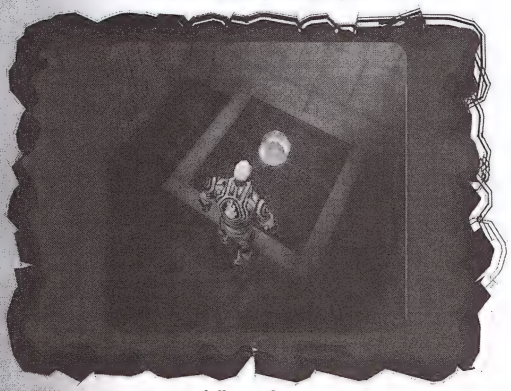


Fig. 1-38. Cain follows the secret passage to the Sanity serum container. He grabs it to replenish his Sanity, *plus* boost his total Sanity capacity by another 100 points.

- Go to the wall block farthest to the right.
- Walk into the wall block. It slides open.
- Walk through the opening and into the next wall block. It slides open, too.
- Follow the path to the Sanity orb on the pedestal.
- Nab the power-up. It replenishes Sanity, plus increases your total Sanity capacity by 100 (to 200, in this case). Cool!

Psychic Link (Entrance)

- Go back up to the facility entrance.

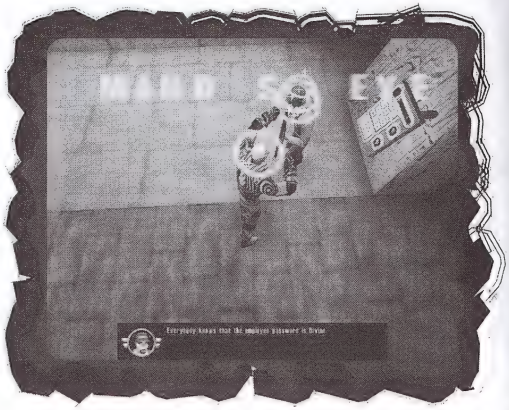


Fig. 1-39. Cain hits the gate guard with a shot of Mind's Eye to learn the employee password: "Divine."

- Use the Mind's Eye Talent on the guard to learn the employee password: "Divine."
- Talk to the guard. He'll open the gate for you.
- Approach the front door of the facility.

Another call from Frost, another problem. The DNPC doesn't have the code decrypted yet, and the Psychic Link's big communications grid will block her phone calls after you're inside. Frost suggests that you take down the grid to keep your cellular link open; this may also cut off Psychic Link communications to any Eyes of Ra reinforcements outside the compound.

Psychic Link: Reception Area

- Follow the red carpet straight to the reception desk. This triggers an automatic exchange.
- When the receptionist turns to call security, draw your gun. This convinces her to cooperate.

Fig. 1-40. Apparently, the receptionist understands only one language: ballistics.

- Follow the receptionist to the security door.
- Holster your gun to avoid a nasty accident, and when the receptionist stops, talk to her.

The receptionist points out that the communications grid is down the hall and to the right. Then she opens the door. But be ready: A big, ugly Anubis security guard waits on the other side.

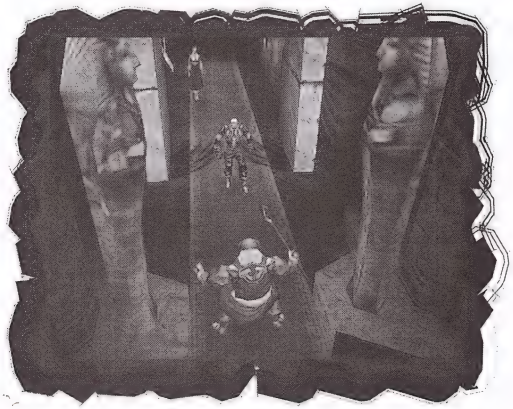


Fig. 1-41. Cain says hello to his first Anubis guard. "You're on your own now, tough guy."

Psychic Link: Hallways

- Activate your Fireball Talent.
- Walk through the doorway and blast the Anubis guard. He goes down pretty quickly, but dodge his Star Blast volleys.
- Follow the red carpet. When you get to the intersection, more Anubis guards appear. Look out!

Fig. 1-42. When facing something like this, Cain slams down Inferno blasts to hit multiple nearby targets at once.

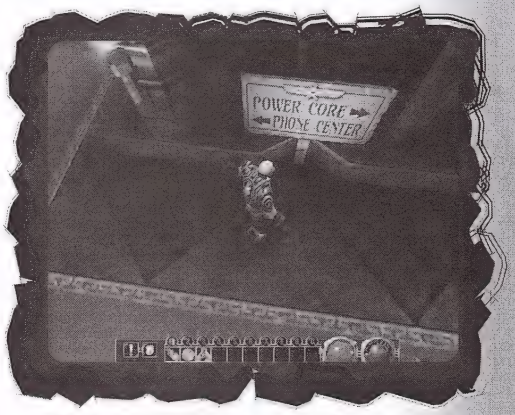


Fig. 1-43. Cain follows the sign to the Power Core.

- After the battle, note the signs near the intersection that point you to the Power Core. Turn right and follow the red carpet through the open doors.
- Continue around the corner and down to the Power Relay Station doors.
- Walk through the automatic doors.

Power Relay Station

The Power Relay Station features a cluster of power hubs with blue laser gates sliding between each hub. Seems like a pretty hostile work environment, doesn't it? This may be a good time to save.

- Just inside the entry door, turn right and go to the end of the hall.
- Turn left and run through the first laser gate just as it slides open. (Don't let it hit you. The gates inflict serious damage.)

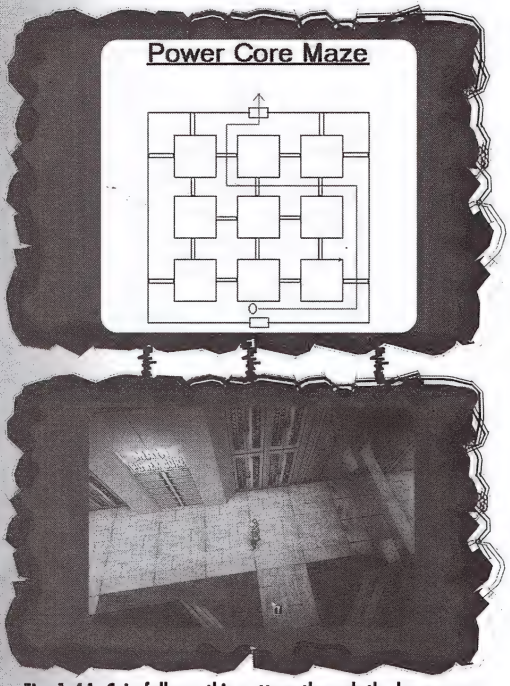


Fig. 1-44. Cain follows this pattern through the laser maze: Run through the laser gates until you reach the Main Power Core.

- Walk forward, then turn left before you reach the next laser gate.
- Run straight ahead through the next two laser gates. After the second gate, turn right.
- Go forward through the last laser gate to the maze exit.
- Walk through the door labeled "Main Power Core."

Main Power Core

- Inside the Main Power Core, go right, left, then left again.
- Run until you trigger the automatic scene. You get an idea when you examine the sign that reads: "Danger. Do Not Operate Bridge While Grid Is Active!!!"

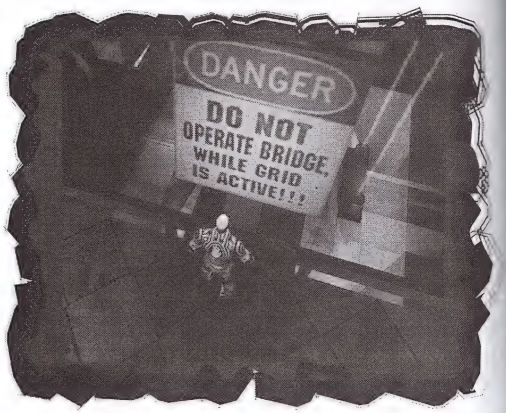


Fig. 1-45. Hmmm.... Should Cain *disobey* this sign?

Obviously, activating the bridge mechanism will wreak havoc with the communications grid. And this is exactly what you want to do, of course. But it looks like the bridge controls are on the far side of the gap. Work your way over there. But first....

- Talk to the nearby employee.
- When you get the opportunity, ask, "What's on page 79?"

The employee replies, "Page 79 says that in order to read a Psychic Link electrical diagram, you must complete the drawing by connecting the like symbols." How is this helpful? You'll see soon enough.

- Go down the hallway opposite the Danger sign and go through two more sets of doors that read "Main Power Core."
- Continue down the halls past employees sitting at their terminals until you reach the bridge control panel.

Bridge Controls

- First, note that the bridge controls consist of four levers with a schematic map above them.
- Click on the schematic for a close-up view.

Here's where the employee's arcane knowledge of the employee manual comes in handy. If you look at the schematic and "complete the drawing by connecting the like symbols," you get a series of four numbers (as seen in Fig. 1-46). These four numbers correspond to the four switches just below. If you pull the switches in the order indicated by the numbers, you activate the bridge.

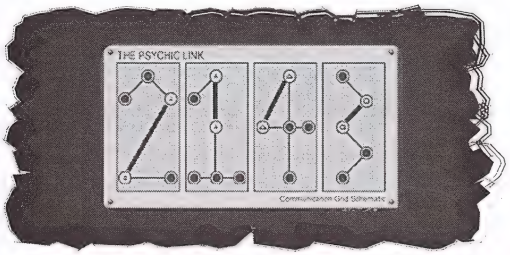


Fig. 1-46. When Cain "connects the like symbols" (as shown here), the schematic depicts four numbers—2, 1, 4, 3. Cain pulls the levers below the numbers in the proper order, from 1 to 4.

- Pull the second lever from the left.
- Pull the first lever from the left.
- Pull the fourth lever from the left.
- Pull the third lever from the left. This extends the bridge right through the active power core...and clobbers the communications grid.
- Walk back up the corridor. Frost calls again.

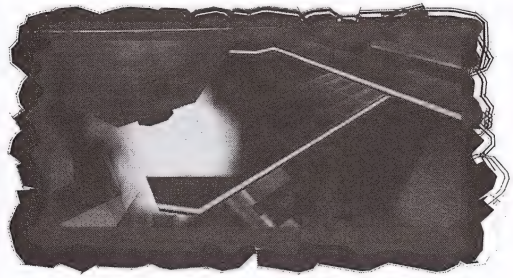


Fig. 1-47. Looks like Cain's bridge stunt fried the grid.

Your controller congratulates you on knocking out the grid and says DNPC has finally decoded the Eyes of Ra document. The numbers translate into a series of images. Now you need access to a computer with an external link so you can log onto the DNPC mainframe and download the images. Frost suggests you try the Phone Center.

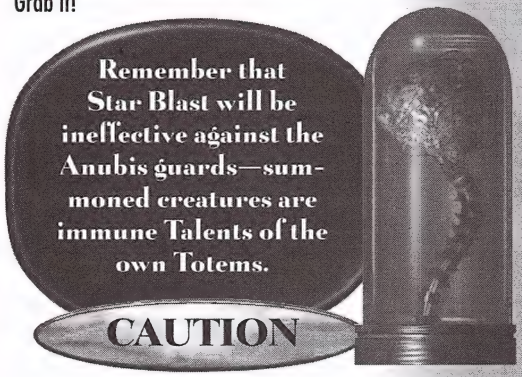
Main Power Core

- Return to the "Do Not Operate Bridge" sign. Watch out for two pairs of Anubis guards on the way.
- Turn left at the sign, then take your first right and run to the end of the corridor.

5
20
STAR BLAST
PRIMARY PROJECTILE AREA
Casts forth a burning star that travels along a straight path and will explode on contact damaging anything within close proximity to the blast.

Fig. 1-48. The Anubis guard near the Main Power Core door thoughtfully leaves the Star Blast Talent for Cain.

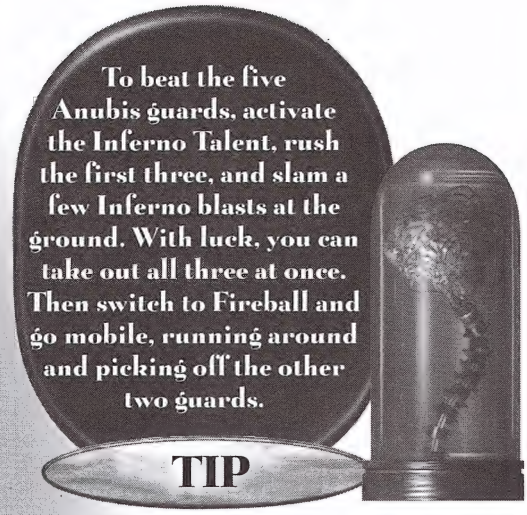
- Another Anubis guard appears. When you kill this guy, he leaves a spinning Star Blast Talent behind. Grab it!


Remember that Star Blast will be ineffective against the Anubis guards—summoned creatures are immune Talents of the own Totems.
CAUTION

- Take a right, then take the first left and exit through the Main Power Core door.

Power Relay Station

- Run straight through the power hubs (the blue laser gates are inactive now) until you get to the Power Relay Station door.
- Five Anubis guards materialize in front of the door. Good luck!


To beat the five Anubis guards, activate the Inferno Talent, rush the first three, and slam a few Inferno blasts at the ground. With luck, you can take out all three at once. Then switch to Fireball and go mobile, running around and picking off the other two guards.
TIP

- After you defeat the guards, run though the Power Relay Station door and back onto the red carpet.
- Follow the red carpet around the left turn and continue straight through the intersection. (See the Phone Center signs pointing the way?) Be wary! More Anubis guards appear.
- Continue down the red carpet through the open doorway marked Phone Center.

Fig. 1-49. Here's Cain's next destination—the Phone Center. Surely he can find a computer with an external link here.

Phone Center

Just inside the Phone Center's outer doorway to the right you'll find a large set of double doors carved with Egyptian hieroglyphics. An access panel sits on the wall nearby. Click on the access panel if you want. The keypad is a series of odd symbols. You don't know the access code yet, so follow the red carpet in the opposite direction.

- Talk to the guy working on the broken floor grate. Too bad the fellow has nothing but a crowbar to fix the darn thing!
- Walk past the repairman and enter the Phone Center.

The Phone Center features five different workstations. Where to start? Well, it's always logical to start at 1 and work up to 5. Besides, doors 2 through 5 are locked, so you have no choice.

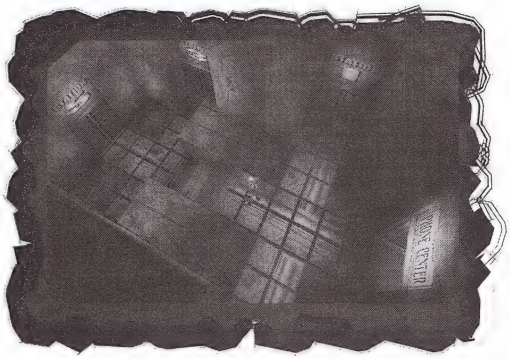


Fig. 1-50. Cain works through the Phone Center stations in order, from 1 to 5.

- Enter Station 1 and show your DNPC badge to the woman at the terminal. She tells you that you can find a computer with an external link in Station 5. Unfortunately, she can only unlock Station 2, and does so.
- Enter Station 2. Showing your badge won't convince this worker, so draw your gun. This convinces the woman to open Station 3.
- Go into Station 3 and talk to the woman working there. She says only true psychics are allowed in Station 5, then tests you by asking what number between 1 and 1,000 she's thinking of.

Fig. 1-51. Cain uses Mind's Eye to see what number the woman in Station 3 has on her mind.

- Guess anything. You'll be wrong the first time.
- Now use the Mind's Eye Talent on the woman. You learn that her favorite number is 900.
- Talk to her again. When she asks the question, select 900. She's amazed and unlocks Station 4 for you.
- Go into Station 4 and approach the floor grate.

See the access keypad down there? Looks promising, but you need to open the grate to reach it. What kind of tool would open a grate? Remember, you just met a fellow doing serious grate work outside the Phone Center.

- Exit Station 4, then exit the Phone Center.
- Talk to the man working on the grate. He'll give you his crowbar.

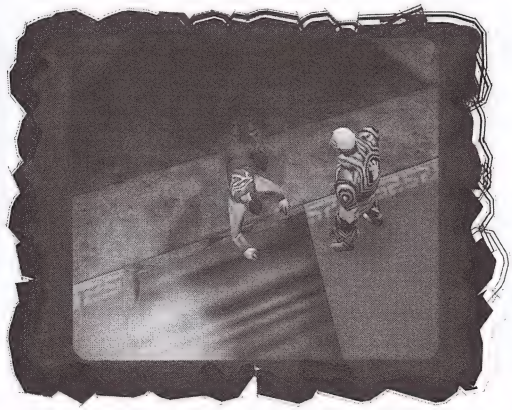


Fig. 1-52. After Cain gains access to Station 4, the guy working on the floor grate outside the Phone Center will lend him his crowbar.

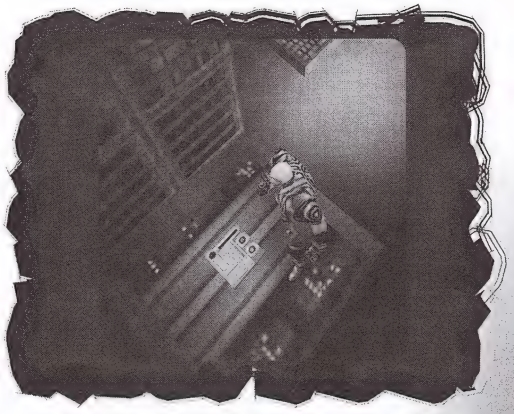


Fig. 1-53. Cain uses the repairman's crowbar to open the floor grate in Station 4.

- Once you have the crowbar, return to Station 4 and approach the grate. You automatically pry it open.
- Move close to the access key pad inside and look at it. You open Station 5. Exit Station 4 and enter Station 5.
- In Station 5, walk forward to the manager in the yellow shirt. You automatically gain access to a computer with an external link.
- Walk up to the computer and click on the monitor just above the keyboard. This will give you the four-symbol code. Look familiar? Remember the symbols on the access panel near the big Egyptian double doors?
- Jot the symbols down in order—ankh, beetle, bird, reeds. (Or you can refer to Fig. 1-54.)

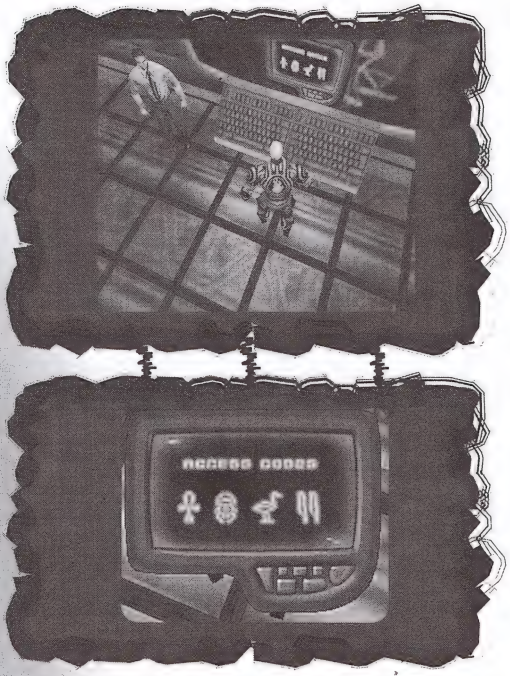


Fig. 1-54. After Cain gets into Station 5, the manager gives him access to the computer. Now he can download the decoded images from DNPC—ankh, beetle, bird, reeds.

- Exit Station 5, then exit the Phone Center.

As you move down the hall outside the Phone Center, you receive a phone call from a mysterious man saying your mission objective has been revised. Your new orders: *Terminate Priscilla Divine at all costs*. The caller insists it's a matter of national security, "a situation so delicate I could only contact you after you were in the field." Hmmm. Sounds a little fishy, doesn't it?

Entrance to Divine's Lair

- Continue forward to the Egyptian-style door. To your right is the access panel.
- Click on the access panel to get a close-up of the keypad. You have the access code now.
- To open the doors, click the keypad symbols in the order depicted in the code (as shown in Fig. 1-55).

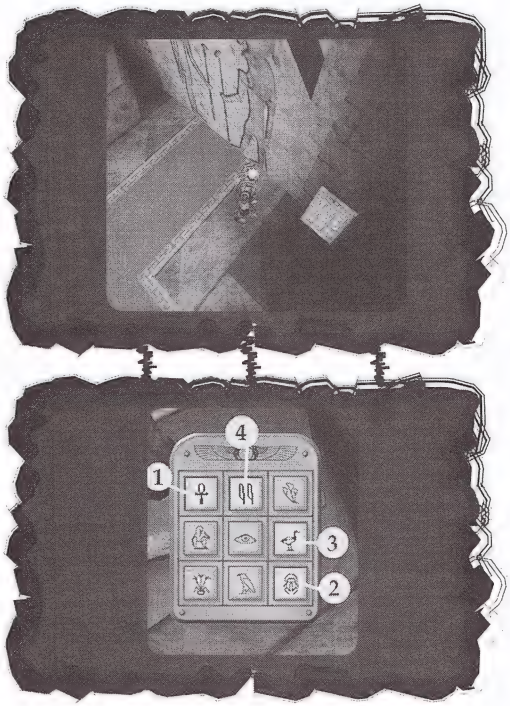
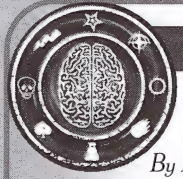


Fig. 1-55. At the Egyptian double doors, Cain enters the keypad symbols in the order shown here.



TIPS FROM THE TESTERS

Defeating Priscilla Divine

By David Farkas, Fox Tester

Use your Fireball Talent against the Anubis guards that spawn in. Move quickly the moment they appear, as multiple Sun Talents invariably hit your starting position. I recommend a hit-and-run tactic against all Anubis guards, stopping only to fire short bursts of Fireball. Remember, splash damage is as effective as a direct hit, so sling your projectiles into the midst of bunched enemies whenever possible.

The final time you face Ms. Divine, you must contend with her Captain of the Guard—that is, the Anubis guard in the purple cloak. I recommend you kill the two red-cloaked guards first, as they are much easier to destroy. Then you can concentrate on the more powerful captain. Defeat him in similar fashion, but be wary of his powerful Talents—Sand Pit, Mummy's Revenge, Heal, and Shield of Sun.

Finally, keep in mind that many Health and Sanity power-ups dot this area, so keep a sharp eye on your critical levels. Don't let them get too low!

- Arm yourself with the Inferno or Fireball Talent.
- Save your game!
- Proceed through the doors and run straight down the corridor to Priscilla Divine.
- After an automatic exchange of insults with the hefty Psionic woman—she calls you "the DNPC's cherished laundry boy," among other things—you face a goon squad of Anubis guards.

Careful! In this fight, you face not only the usual Anubis soldiers, but also the Anubis Captain. (He's the fellow in purple at the back.) This tough beast protects himself with Shield of Sun and can drop both Sand Pit and Mummy's Revenge on you! He also repairs himself regularly with Heal. Yikes!

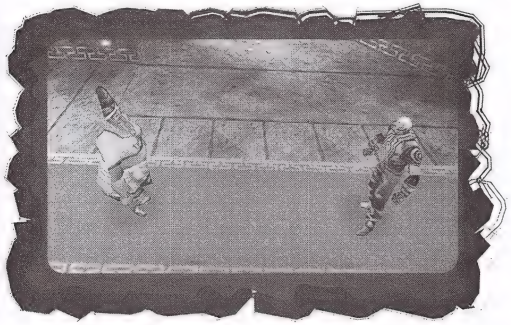
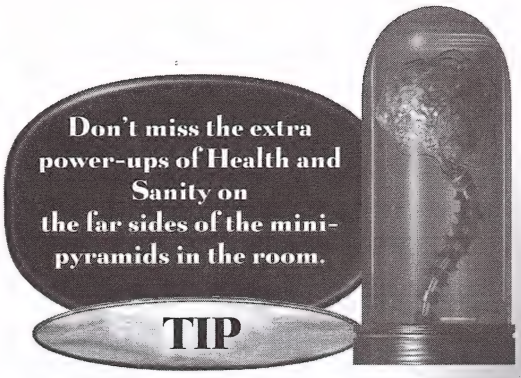


Fig. 1-56. At last, Priscilla Divine! But Cain's fight is just beginning.

Fig. 1-57. Priscilla's personal guards are deadly. The fourth arrival (circled here) in the back row—the guy in the purple robe—is the tough Anubis Captain.



Best bet: Wipe out the squad's front ranks with a few quick Inferno blasts, then start running around the Captain. Keep moving to avoid the Sand Pit slowdown and the damage radius of the Mummy's big hammering blows. Keep peppering the Captain with fireballs.

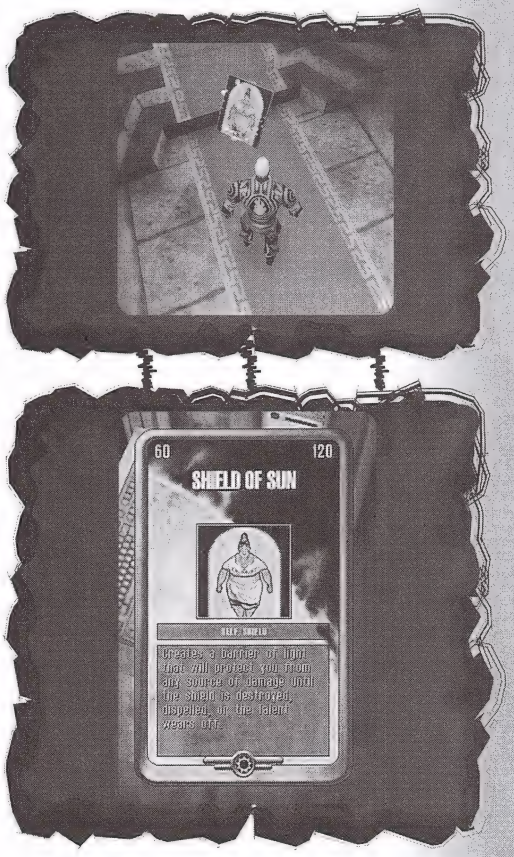

60
120
SHIELD OF SUN
Creates a barrier of light that will protect you from any sources of damage until the Shield is destroyed, dispelled, or the Talent wears off.

Fig. 1-58. After Cain defeats Priscilla's first Anubis squad, he grabs the Shield of Sun Talent.

- After defeating the guards, grab the Shield of Sun Talent. (You'll need it in the combat to come.) This raises a green-lit platform at the top of the stairs.
- Climb the stairs to the green platform.
- Step onto the green platform. You get teleported to the top level of the pyramid.

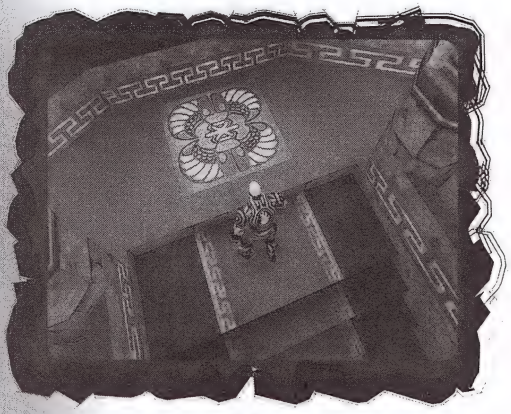
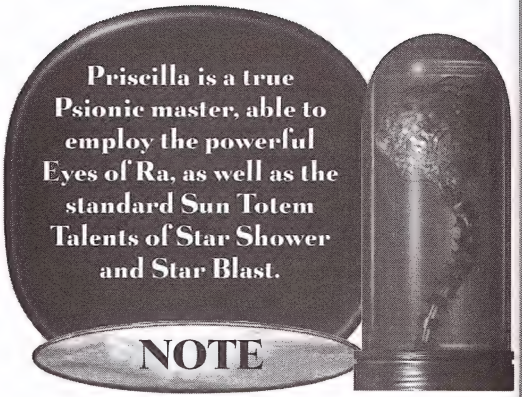


Fig. 1-59. Cain steps aboard the green teleporter for a quick trip to the top.

Level 4: Priscilla Divine (Boss Level)

You materialize on a platform near the roof of the massive Psychic Link pyramid. Yes, this is the boss level. You must battle your way up a series of platforms to the pyramid's roof. There you engage in a final encounter with Priscilla Divine.

You face Priscilla on five separate platforms in this level. The key to victory is to target Priscilla's power sources—five urns brimming with Psionic energy, one on each platform. These urns make Ms. Divine invincible, so shatter them or die. But each urn sits behind a protective wall. These walls can't be penetrated by any of your current Talents...except Inferno, which inflicts damage only to objects within its Talent radius.


Priscilla is a true Psionic master, able to employ the powerful Eyes of Ra, as well as the standard Sun Totem Talents of Star Shower and Star Blast.
NOTE

Thus, to conquer each platform, you must defeat a trio of security guards, avoid Priscilla's Talents while slipping around behind her to the protective wall, and then slam down an Inferno blast to shatter the urn. Finally, you must sling Fireballs at Ms. Divine, inflicting enough hurt to chase her up to the next platform.

Platform 1

- After the opening dialogue, run forward until you see Priscilla Divine standing on a platform. She summons three Anubis guards to fight you.
- After you kill the guards, zigzag up to the transparent wall behind Ms. Divine.

Fig. 1-60. To drive Priscilla from each platform, Cain runs behind her to the transparent wall. See the urn spewing Psionic energy behind the wall?

Fig. 1-61. Cain slams down a good Inferno blast to shatter the urn. Then he focuses his attack on Priscilla herself.

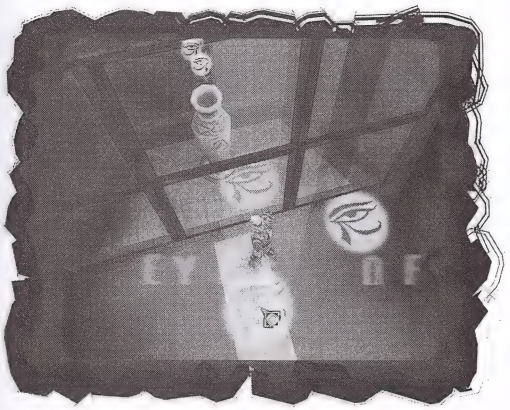
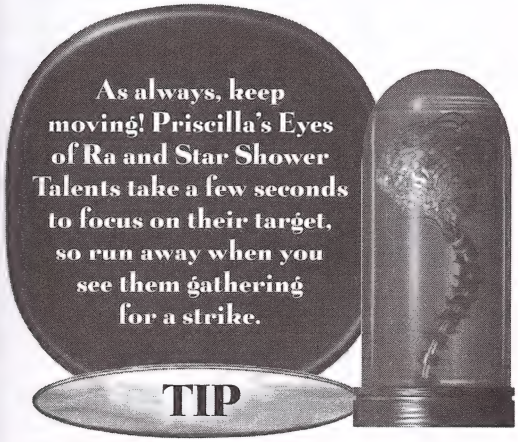


Fig. 1-62. Cain shouldn't get caught in the middle of the swirling Eyes of Ra. Cain blasts that urn with Inferno and runs!


As always, keep moving! Priscilla's Eyes of Ra and Star Shower Talents take a few seconds to focus on their target, so run away when you see them gathering for a strike.
TIP

- See the urn behind the wall? That's Priscilla's power source. Use Inferno to shatter the urn. Be sure you're close enough to the wall. The urn must lie within Inferno's blast radius!
- After the urn is destroyed, hit Priscilla with a few Fireball blasts. She teleports to Platform 2 and a gate opens on the left side.
- Run through the open gate and climb the walkway to Platform 2.

Platform 2

Priscilla tries to convince you to join her fight against Joan Aiken. "If you only knew what she has done, you'd join us in the revolution to stop her."

- Priscilla summons three more Anubis guards. Kill them!

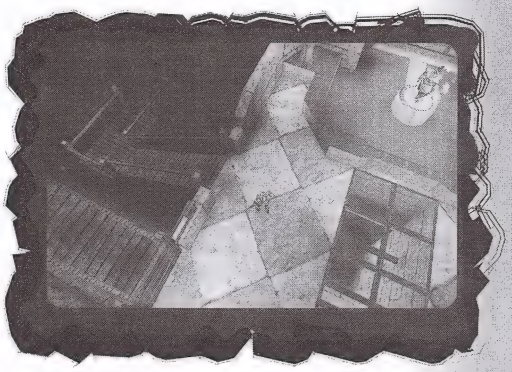


Fig. 1-63. Cain emerges here from the first walkway. He gets ready for another round of combat with tough Anubis guards.

- After defeating the guards, repeat your Platform 1 tactics—run to the wall, use Inferno to destroy the urn, and use Fireball to chase away Priscilla. Ms. Divine teleports to the roof and another gate opens.
- Run through the open gate and climb the walkway to the pyramid rooftop.

Rooftop

The roof area features three separate platforms, each with an urn behind a transparent wall. Priscilla waits on the platform to your left as you emerge from the walkway's gate. Again, she tries to convince you to join her cause: "Together we can stop Aiken and sever her government ties." But heck, you just ain't the revolutionary type.

- Destroy the three Anubis guards.
- Use Inferno near the transparent wall to destroy the urn.

- Use Fireball to hit and chase Priscilla to the next platform.

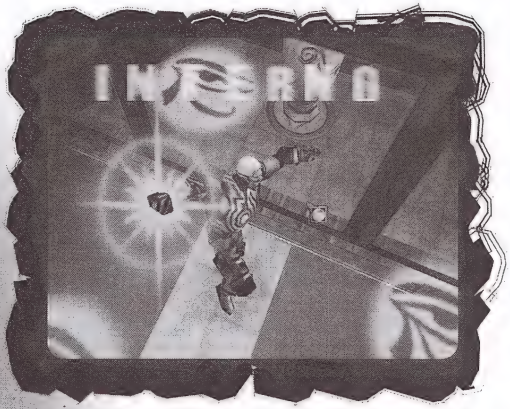


Fig. 1-64. Again, only Inferno shatters the urns. Cain uses it here, right at the base of the transparent wall.

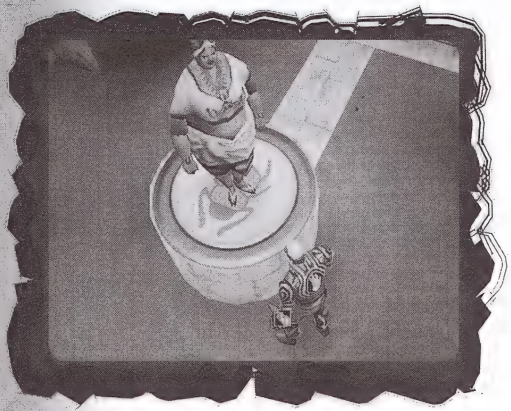


Fig. 1-65. After the urn is gone, Cain turns his full attention to Priscilla.

- Follow the red carpet to the platform on the opposite side, where Priscilla waits. She summons three more guards.
- Destroy the three Anubis guards.
- Use Inferno near the transparent wall to destroy the urn.
- Use Fireball to hit and chase Priscilla to the final platform.
- Run to the Eyes of Ra floor symbol and turn left. Yes, there's Priscilla, and yes, she summons three more guards.
- Destroy the three Anubis guards.
- Use Inferno near the transparent wall to destroy the urn.
- Use Fireball to hit and, finally, terminate Ms. Priscilla Divine.

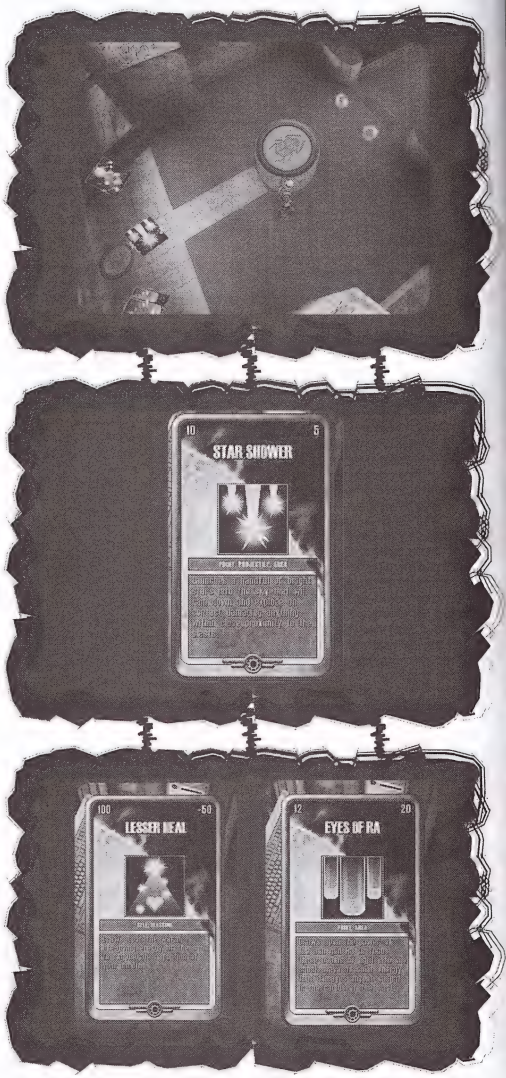
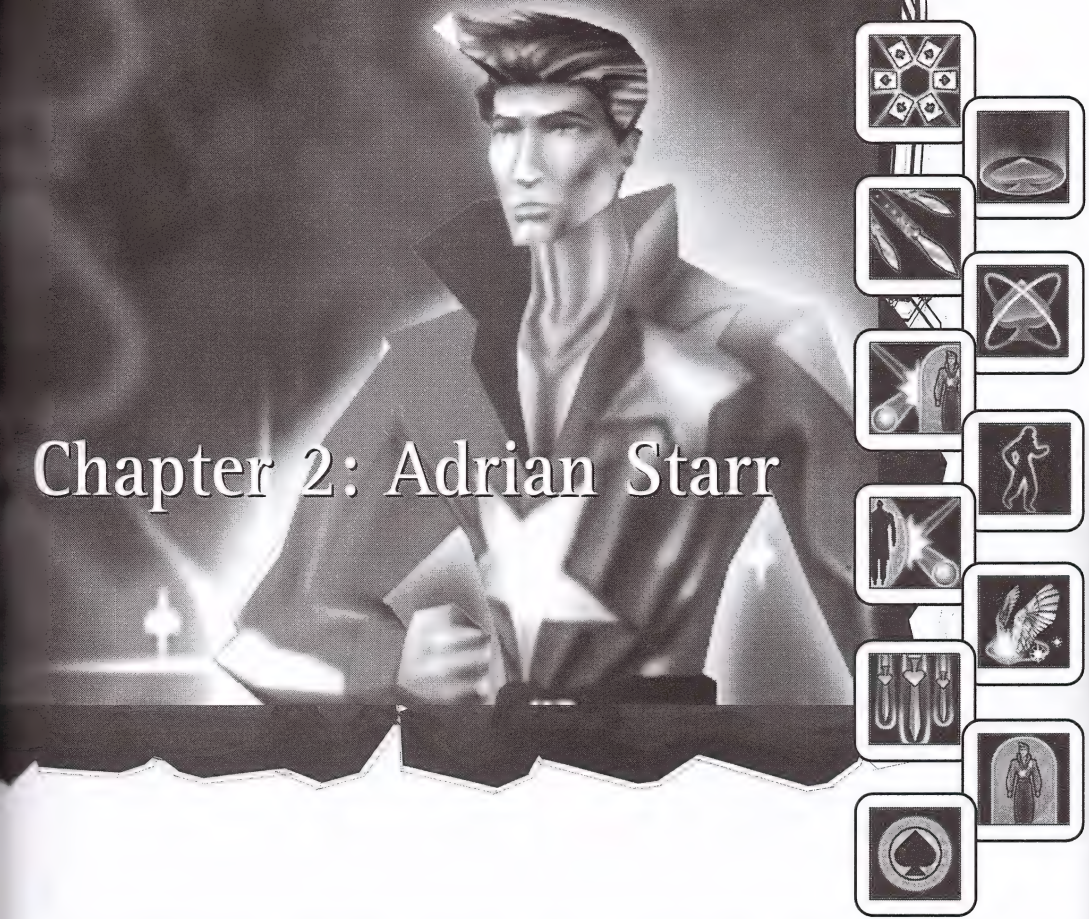


Fig. 1-66. Cain gathers these goodies after he wins—three Sun Totem Talents, plus a pair of containers.

- Scoop up the spoils of victory—Talents for Star Shower, Eyes of Ra, and Heal, plus a Health container and a Sanity container.
- Walk toward the middle of the roof to receive a phone call from Frost. A helicopter arrives to haul you back to DNPC Headquarters.



Chapter 2: Adrian Starr

This chapter introduces your brother Abel, a Psionic powerhouse on an enigmatic mission. You also meet Bobby Jenkins, a young boy with impressive Talents that have drawn the attention of Abel and others. And you meet a mysterious new force with dark intent, the very Golgotham mentioned by Priscilla Divine shortly before her demise.

But the primary focus of these four levels is Adrian Starr, world's greatest magician and creator of the Illusion Totem. His Grand Theater is a clever Deathtrap full of deadly exhibits and killer showgirls.

Level 5: DNPC Headquarters 2

After disposing of Priscilla Divine and crippling her Psychic Link organization, return to the DNPC Headquarters for some training with your newly acquired Talents. A security breach puts you right back in the fire (so to speak) and introduces you to a central piece of the emerging puzzle. This level features the first in a series of encounters between you and Abel, your brother gone bad—a rivalry of biblical proportions.

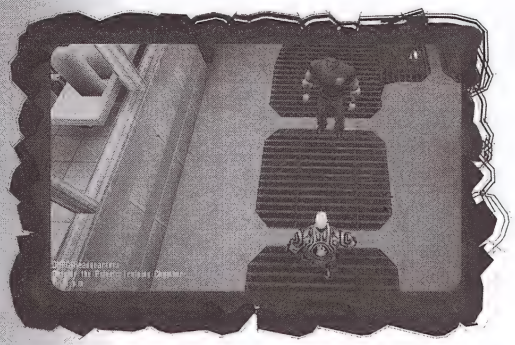


Fig. 2-1. The range boss wants to set up the Psi-Chamber so Cain can try out his new Talents.

Psionic Training Area

The level opens with a conversation between you and the range boss. The boss wants to set up the training chamber for you to test your newly acquired Psionic Talents.

- Go forward and then right (toward the training chamber) to trigger a phone call from Frost. You and Frost discuss the mystery caller who told you to terminate Divine and Divine's mention of Golgotham. Frost also says you've been assigned a new mission.

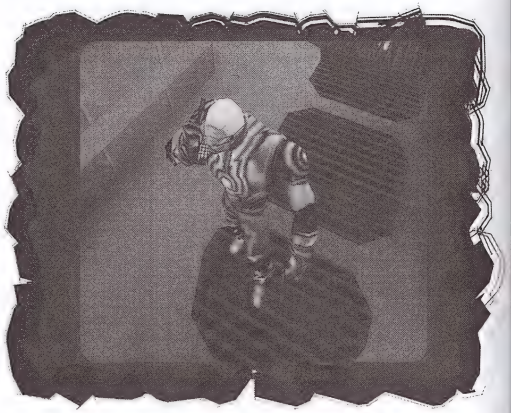


Fig. 2-2. Cain and Frost discuss Golgotham and the mystery caller. Who are these guys?

- Enter the Psionic Training Chamber.
- Walk toward the center of the chamber, then pull the lever at left to trigger the ID sequence.
- Walk into the purple octagon and simply follow instructions.

First, the chamber scientist asks you to hit chamber targets with the new Talents—Star Blast, Star Shower, and Eyes of Ra. You put on quite a show. As the range boss exclaims, "Holy crap!" Then the scientist asks you to use the Shield of Sun on yourself.

After you do so, a siren suddenly signals an emergency lockdown—a breach of the Psionic detention wing on Level 3! The alert causes the training program to malfunction and run "training simulation level 999." The range boss says, "Uh-oh." That's never a good sign.

Fig. 2-3. Cain should use Shield of Sun to protect himself from the deadly training guns of simulation level 999.

- Quickly! Using Shield of Sun for protection, destroy each training gun with Fireball or Star Blast. (Two quick fireballs per gun ought to work.)
- Head out of the training chamber to talk with the range boss. He warns you to avoid the detention wing because "they're using Psi-suppressant grenades."
- Exit the Psionic Training Area, then exit the Firing Range.

DNPC Corridors

- Run down the hall. You encounter a DNPC worker, who reports that a single perpetrator executed the break-in. Amazed...you can think of only one Psionic powerful enough to pull off such an operation alone.

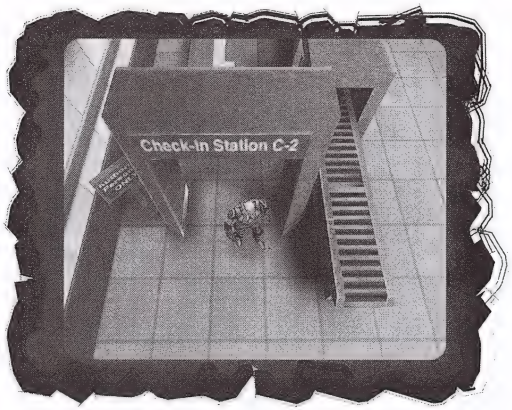


Fig. 2-4. Cain should immediately head down both available flights of stairs to the DNPC check-in station on the bottom floor.

- Take the first left and proceed down the stairs to Floor 1.
- Go down the second set of stairs (marked "1") to the bottom floor and step through Check-In Station C-2 (the metal detector).

DNPC Check-In Station

You discover a DNPC SWAT officer trapped under a fallen beam near the check-in station's front desk. Give him a hand.

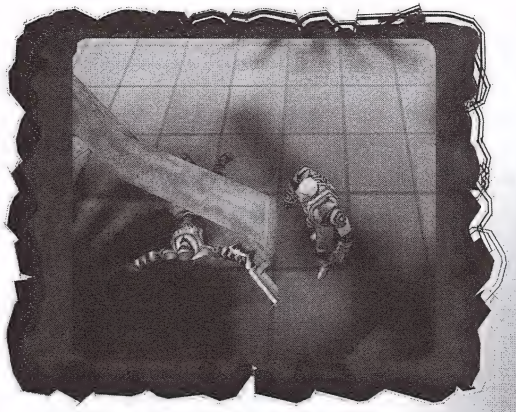


Fig. 2-5. After Cain blasts that beam off the trapped SWAT officer, the officer gives Cain his access card to the detention wing.

- Rescue the trapped SWAT officer by firing a Star Blast at the beam that pins him. (Don't hit him!)
- Talk to the SWAT officer. He offers you an access card, suggesting you head up to the detention wing and help out.
- Head back upstairs to Floor 1.

Floor 1

- At the top of the stairs marked "1," go left around the corner. You run into Agent Strassburgh, who also warns you about the use of Psi-suppressants in the detention wing.
- After the short conversation with Strassburgh, continue down the hall to the stairs.
- Climb the stairs to Floor 2.

Floor 2

- What a mess! Go through the open doorway and turn left.
- Go to the end of the hall, turn right, and climb the stairs.
- Talk to DNPC sergeant stationed just outside the detention wing. He reluctantly accepts your offer of help. Suddenly, a Haste-enhanced inmate bolts for freedom!

Fig. 2-6. After the DNPC sergeant stops this inmate's hasty escape, Cain gains the Haste Talent.

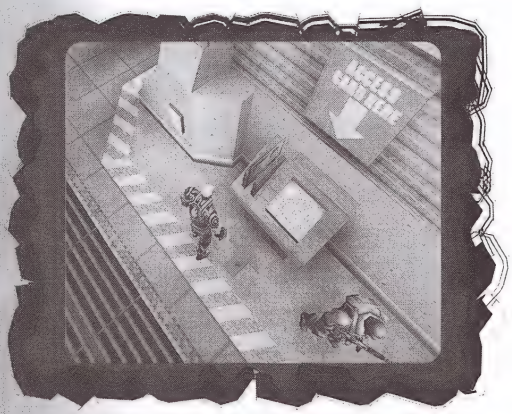
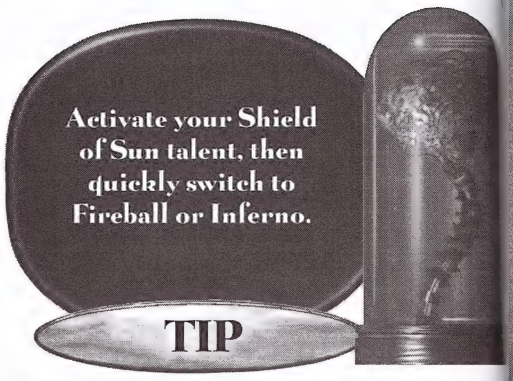


Fig. 2-7. Uh, let's see. Where do you suppose Cain should use his new access card?

- After the sergeant guns down the inmate, pick up the Haste Talent the inmate drops.
- Walk up to the access card reader (marked by arrows and a sign) to the right of the large detention wing door. You automatically use the key card you got from the SWAT officer downstairs to open the door.



- Hustle into the detention wing.

DNPC Detention Wing: Cell Block

As you step into the wing, a SWAT officer runs ahead to challenge an escaping inmate...with tragic results. The inmate confronts you, and then brings in two accomplices for a showdown.

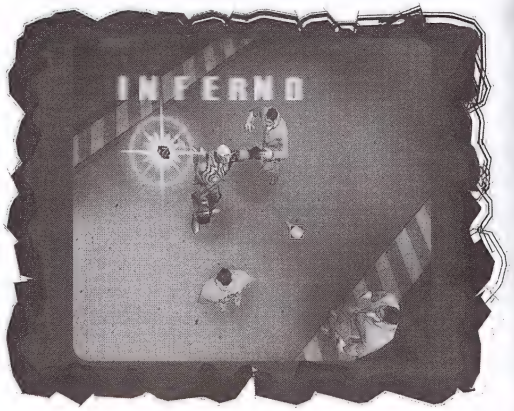


Fig. 2-8. Again, there's nothing like good ol' Inferno for multiple enemies in close range.

- Toss down a few Inferno blasts to take out all three inmates at once.
- After you defeat the inmates, turn back toward the detention wing door and find the Emergency Override switch to the door's left. Note that it also says "Upper Level Door Release."
- Pull the switch. Watch the door open on the upper far side of the detention wing.

Fig. 2-9. Cain should use Haste on himself, flip the override switch, and run like hell for that upper door before it closes.

Through that far door, your next destination is to the Roof Access room. But the override switch opens the door for only a few seconds. Even running your fastest, you can't reach the door before it closes again. You need a Psionic boost.

- Use Haste and then hit the door switch again.
- Quickly! Run across the room, up the stairs, and through the door into the room where DNPC SWAT guards and a young boy are gathered.

DNPC Detention: Roof Access

Fig. 2-10. Meet Bobby. He's a special kid. A little *too* special, apparently.

The SWAT officer asks you to protect the small boy while he provides assistance on Level 3. You balk at first, but then agree. You talk to the boy, Bobby, who is a Psionic, too. The boy says, "That man who broke in is looking for me." What man? Your evil foster brother, Abel, who drops in, wipes out the SWAT guards, and demands that you hand over the boy.

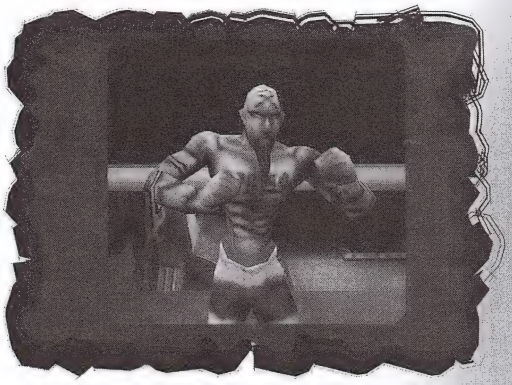


Fig. 2-11. Meet Abel. He's special, too—in a really bad sort of way.

- Quickly! Use Haste on yourself and run around the room, avoiding Abel's powerful Wall of Force attacks as best you can while Bobby seeks a way out.
- Once Bobby finds an exit, follow the boy into the next room. Abel begins fighting with a newly arrived group of SWAT guards.

Storage Hall

- Bobby leaves the Psionic Push Talent for you and says, "I'm gonna go around and open the door for you. I'll meet you on the roof." Then the boy slips out through a side grate.

Fig. 2-12. Bobby leaves Cain the Psionic Push Talent, then escapes with a promise to open the far door.

- Take the Psionic Push Talent.
- Get on the left or right side of the first crate and push to move it sideways.
- Use Psionic Push to push the second crate forward and out of the way.

Fig. 2-13. Cain should push the first box to the side, then push the middle box forward to create this path.

- Cross the room to the stairs.
- Climb the stairs to the door. Outside, Bobby unlocks the door for you, then step out onto the roof.

DNPC Roof (Heli-Pad)

- Climb the stairs to the Heli-Pad. Abel drops onto the Heli-Pad and demands the boy again. Bobby warns Cain that the electric fence is on.
- Use Psionic Push to shove Abel against the electric fence four times. (Which, of course, is easier said than done.)

Fig. 2-14. Cain should use Psionic Push to knock Abel into the electric fence around the Heli-Pad. Do this three times to bring the SWAT team with the Psi-suppressants.

After you push Abel into the fence a third time, a SWAT squad bursts onto the Heli-Pad and shoots both you and Abel with Psi-suppressants. Abel leaps off the roof, and the SWAT team leaves, taking Bobby with them.

Then Agent Frost arrives with news of your new mission. A Psionic named Adrian Starr—you call him "that fruity, egocentric magician"—is suspected of breaking into Aiken Pharmaceuticals; you must go to Starr's theater and question him. Frost also reports that DNPC scientists have created a version of Priscilla Divine's shield Talent that is better suited to your Fire Totem. The Shield of Fire Talent appears in the air.

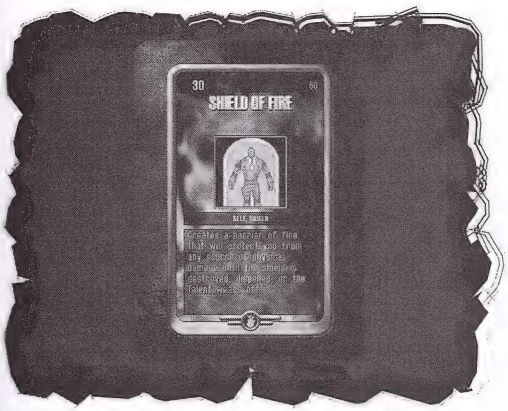

30
SHIELD OF FIRE
SELF, RADIUS
Creates a barrier of fire that will protect you from any sources of physical damage until the engine is destroyed, despelled, or the talent wears off.

Fig. 2-15. Cain grabs the Shield of Fire talent for your arsenal.

- Take the Shield of Fire Talent.
- Walk down the stairs off the Heli-Pad. This ends the level.

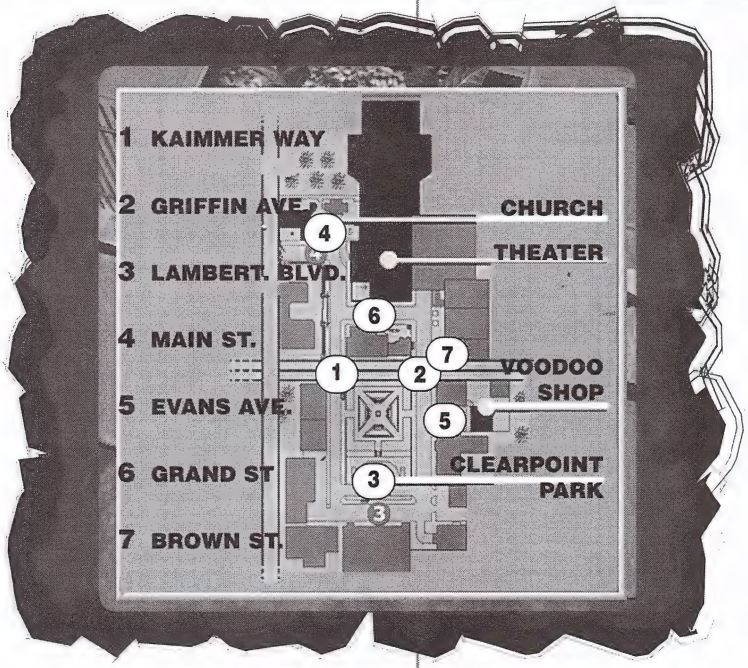


Fig. 2-16. Map of the downtown area.

Level 6: The Grand Theater

You ride downtown to the Grand Theater with a DNPC agent and driver. The agent explains how years ago, Adrian Starr volunteered to be one of Dr. Aiken's Psionic test subjects. He later vanished from the research facility, along with several containers of Psionic Booster Serum. The agent theorizes that Starr may have broken into Aiken's lab to acquire the latest version of her serum. He says: "Perhaps Mr. Starr just wanted to...improve his act, so to speak."

Fig. 2-17. Cain takes a car ride downtown and learns why Adrian Starr may be responsible for the break-in at Aiken Pharmaceuticals.

Downtown Streets

- Walk to your left along Lambert Boulevard. You should be heading toward Griffin Avenue.
- This triggers a phone call from Kiki Frost.

Your controller says the Grand Theater is probably closed for rehearsal until show time and suggests that you find an alternate way into the building. When you ask about Bobby, Frost notes how quickly he was transported away from DNPC Headquarters. You have a strange feeling the boy is connected to all this.

- Turn left onto Griffin Avenue and walk up the street.
- Three hostile thugs foolishly attack you. Eliminate the urban threat.
- You can check the downtown map posted on the nearby fence, next to the striped gate. (See Figure 2-16.)
- Continue up the street to Evans Avenue (the next corner) and turn right.
- Follow Evans Avenue to the Voodoo shop.

Voodoo Shop

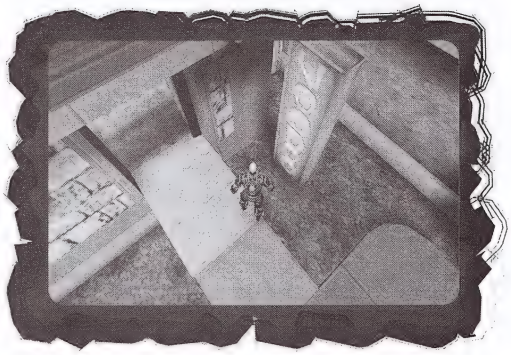


Fig. 2-18. Cain's first stop is the Voodoo shop on Evans. The owner has good stuff, but wants a holy relic as payment.

- Enter the Voodoo shop and click on the spinning Wall of Bones Talent. The shopkeeper is willing to barter; he wants a "holy relic" from a nearby church in exchange. He adds that the secret of the relic's exact location lies within the church itself.
- Note also the Health container on the back shelf.
- Exit the shop.

Downtown Streets

- Walk straight to the intersection and turn left onto Griffin Avenue.
- Follow Griffin Avenue to the stop sign, then turn right onto Lambert Boulevard.
- Continue on Lambert to the next stop sign, then turn right onto Kaimmer Way.
- Follow Kaimmer Way past the park until you reach a fenced-in area with two large black boxes to the left of the road.
- Enter the area with the boxes. Don't try to run through the blue energy field on the back fence!

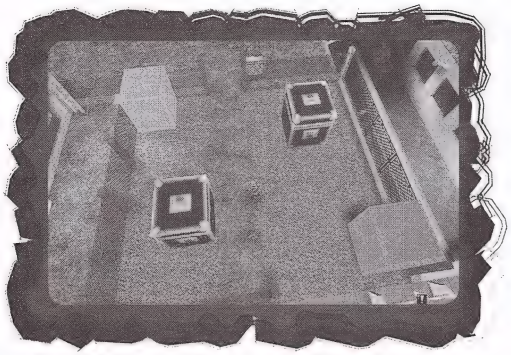


Fig. 2-19. Here's how the black boxes puzzle looks at the start.

Black Boxes Puzzle

Through the back fence is a smaller wooded area. But the blue energy field blocking the back gate is deadly. So the puzzle here is to disable the field by using Psionic Push to shove a black box through the fence opening.

- Go to the box nearest the street. (We'll call this the "first" box.)
- Stand on the side of the first box that faces the street.
- Use Psionic Push to shove the first box directly toward the back fence (where the blue energy field quivers).

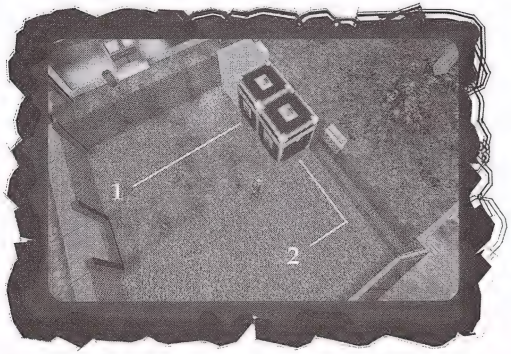


Fig. 2-20. Cain uses Psionic Push to shove the first box against the back fence. He shoves the second box against the back fence, and then over to this position against the first box.

- Go to the second box and stand on its street-facing side.
- Use Psionic Push to shove the second box against the back fence, too.
- Now walk to your right side of the second box.
- Use Psionic Push to shove the second box against the first box.
- Finally, from the street side, push the second box through the back gate.

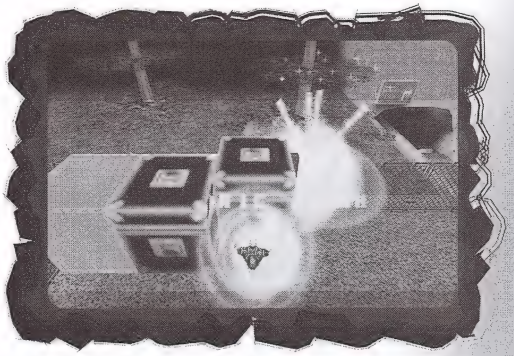


Fig. 2-21. After the second box is in position, Cain should use Psionic Push to shove it through the force field...and watch the side gate swing open!

When the box interrupts the energy field, a chain reaction knocks open the gate leading to a small yard to the left. Guess what? This little area holds a nice bonus for you.

Fig. 2-22. Cain gets the Reveal Talent.

- Enter the smaller fenced yard and grab the Reveal Talent.
- Exit the fenced yard, return to the street (Kaimmer Way), and walk to your left.

Downtown Streets

- Follow Kaimmer Way past the overpass.
- Find the man in the green hat and overalls on the left side of the street, just across from the fenced yard full of wooden crates.
- Talk to the man.

Fig. 2-23. This guy plays the bells at the church. He complains to Cain about a missing bell.

The man in the green hat is the bell player at the church. He complains that he sees only four bells on the altar, though people tell him there should be five notes in the song. He suggests he'd play the church song better "maybe if I could magically make a fifth bell appear out of thin air." Yeah, right.

- Continue down Kaimmer Way to its end, then turn left onto Main Street.
- When you pass the cemetery, you see a man exit the gate.

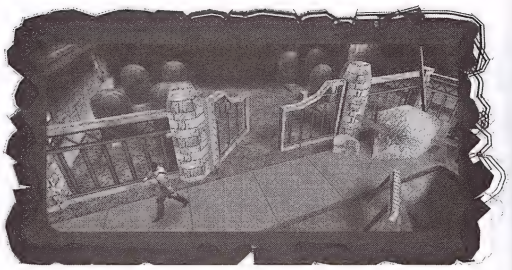
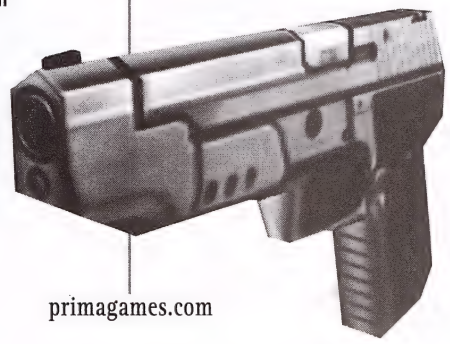


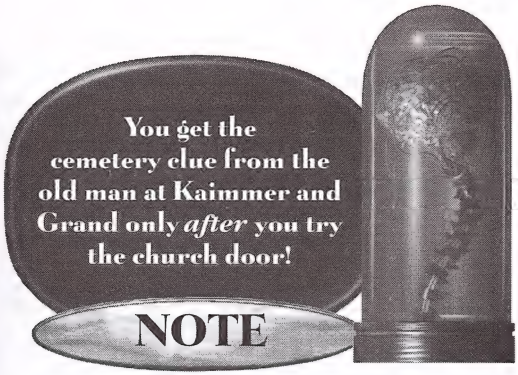
Fig. 2-24. Cain sees this guy leave the cemetery. Hmmm. This place must be important.

- Approach the front door of the church, the first building on the right. It's locked.
- Go back around the corner to Kaimmer Way.
- Look for the old man near the bench on the left (just after the stop sign at Grand Street). Note his bible sitting on the bench. Surely he's a churchgoing man.
- Talk to the old man.

You ask how to get in the church front door. The old man says his pappy had a saying for getting into the house of the Lord: "You gotta make sure the womenfolk are sitting up straight, and the men are laid back." Sounds like a clue.

Fig. 2-25. After Cain tries the locked church door, he should visit this old man at Kaimmer and Grand. The man gives him a clue to the cemetery puzzle.





Cemetery Puzzle

- Go into the cemetery and read the names on the plaques on the ground. Some are men, some women. Remember what the old man's pappy said?
- Leave the headstones with female names standing—Jenny Price, Shelly Johnson, and Katherine (a cat, apparently).

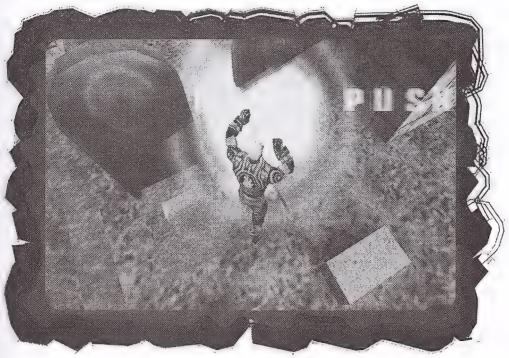


Fig. 2-26. In the cemetery, Cain uses Psionic Push to knock over every headstone with a male name. Then he takes the church key from the mausoleum that opens.

- Use Psionic Push to knock over all of the headstones with men's names on them—Chris Hewett, Bob Tweek, Derek Fiasco, Matt Allen, and Mark Brown.
- Once you knock over all the male headstones, the mausoleum door opens.
- Enter the mausoleum and get the key.
- Exit the cemetery.

Church Puzzle

- Walk up to the church's front door. You automatically unlock it with the mausoleum key.
- Enter the church.

Inside the church you find nice, big Health and Sanity power-ups, plus four church bells on the altar. Play them all you want, but nothing will happen yet. Wait, remember what the church bell player said about only seeing four bells? How can you make the fifth bell "magically appear?"

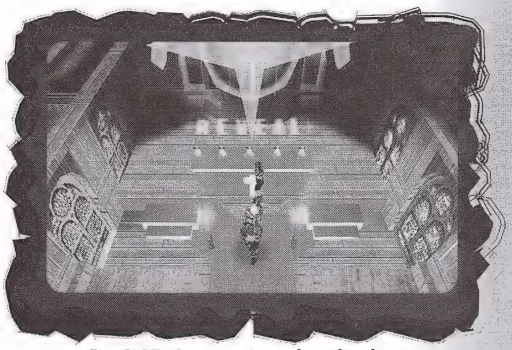
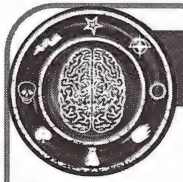


Fig. 2-27. Cain uses Reveal on the altar to smoke out that hidden fifth bell.

- Use your Reveal Talent on the altar. Aha! The fifth bell appears. But now how do we play the bells? Better ask an expert.



TIPS FROM THE TESTERS

Try this: Listen to the five-note theme of the soundtrack music as you enter the church.

- Optional: Run back to the church bell player just down Kaimmer Way and talk to him. He says, "The church song is really simple. It's root is the first bell on the left, then it jumps up to a major fifth, followed by an inverted fourth, which leads into a minor third, and ends in a flat second." Return to the bells on the church altar.

- Play the church bells from left to right, with 1 being the first bell on the left, in this order: 1,5,4,3,2. This triggers a cinematic showing the base of the cross in front of the church as it slides open briefly to reveal a skull—the relic the Voodoo shop owner wants you to obtain.

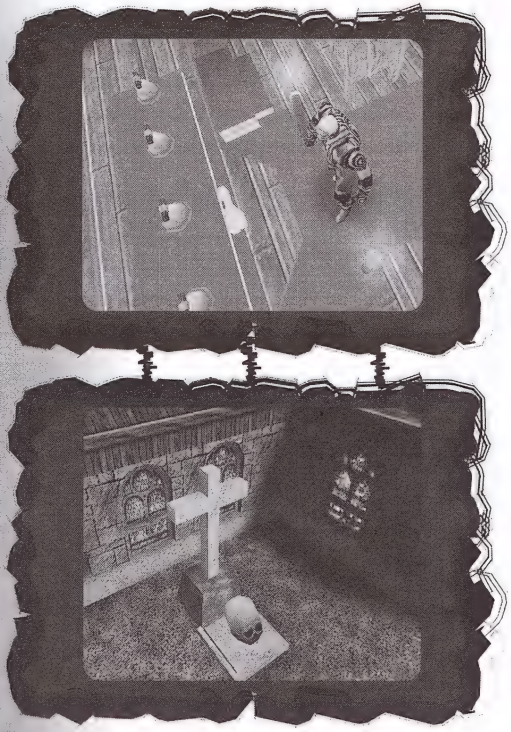


Fig. 2-28. Cain should play the altar bells in order to open a secret compartment in front of the church.

Make sure you have your music turned on and listen to the five-note song playing in the background as you enter the church. This is the song you must play on the bells.
TIP

- Ready to move fast? Play the church bell song again, quickly activate the Haste Talent, and sprint outside to grab the skull relic before the cross base slides shut. (It may take a few tries, but don't fret. It can be done.)
- After you pick up the skull relec and start to go back to the voodoo shop, three hicks attack you for desecrating their church. Wipe them out.
- Now take the skull back to the shopkeeper in the Voodoo shop. From the church, go down the street and turn right onto Kaimmer Way. Take a left on Grand Street, right on Griffin (watch out for two more thugs as you pass Brown Street), then left on Evans to the shop.

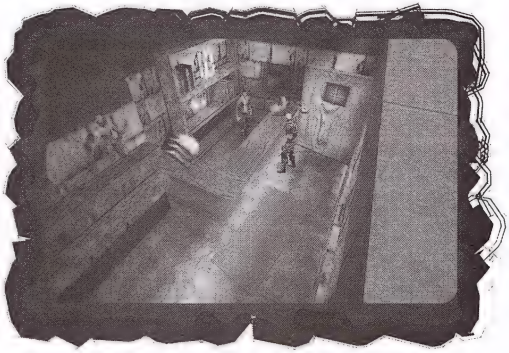


Fig. 2-29. After Cain exchanges the skull relic for the Wall of Bones Talent, the shopkeeper sets up a meeting with his "friend."

Voodoo Shop

- Enter the shop.
- Talk to the shopkeeper to exchange the skull relic for the Wall of Bones Talent.
- Try to exit the shop. The shopkeeper suggests you meet with his "friend" in the parking lot on the other side of the park.
- Exit the shop. To reach the parking lot, go to the corner and turn left onto Griffin, run past the park on your right, and then turn right under the striped gate (just before the stop sign at Lambert).

Clear Point Park (Parking Lot)

- Talk to the man in the parking lot. It's a trap!
- Golgotham appears. Listen to his entreaty.

Clear Point
I am Golgotham... the one who lives in shadows... the one who will open this world to our master. I have been watching your powers grow since you were born and now you are ready.

Fig. 2-30. Cain meets Golgotham. He's got a spooky cape and one hell of a voice.

Golgotham claims to be "the one who lives in shadows," and given his looks, it's a good idea. Sounds like he has big plans, preparing the way for "our master" and all the cleansing that entails. But your refusal to join up annoys the throaty fellow—so he tosses a trio of Anubis guards at you.

- Destroy the three Anubis guards that Golgotham summons.
- After your victory, the gates reopen. Exit the park via Griffin Avenue (where you entered in this walkthrough).
- Frost calls and you give her a quick update.

Downtown Streets

- Go left on Griffin Avenue, then run past Evans. The mystery man calls again. He wants to talk in person at the garage behind the Used Tires shop.
- Turn left and cut through the park to get to Kaimmer Way.
- Turn left onto Kaimmer Way and find the Used Tires shop on the right side of the street.

Used Tires Shop (Lambert and Kaimmer)

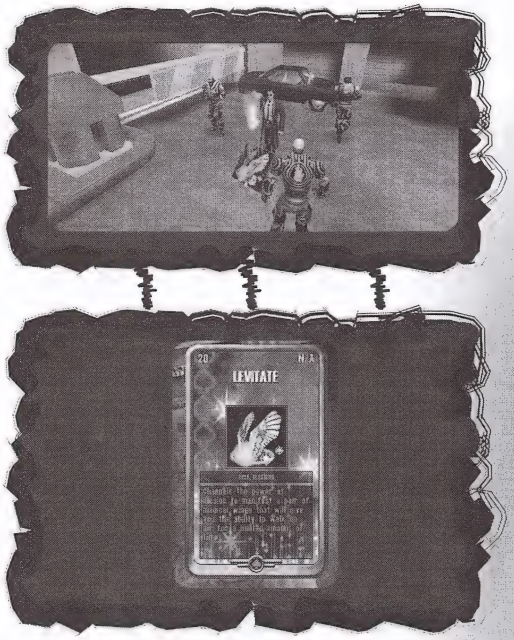


Fig. 2-31. The shadow agent arranges a meeting next to the Used Tires Shop and gives Cain the Levitate talent.

- Approach the shadow agent, who stands in the intersection with two DNPC guards.
- The conversation automatically begins.

The shadow agent says he represents "a high-level enforcement group." He thanks you for all the help so far—particularly the elimination of Priscilla Divine—with the clear message that he expects more such help in the future. Then he gives you the Levitate Talent as "a token of our appreciation." Hey, we know the perfect place to try it out.

- Take the Levitate Talent.
- Return to the Voodoo shop—run through the Clear Point Park parking lot, go left on Griffin, right on Evans.

SPECIAL SECRETS

Secret Container!

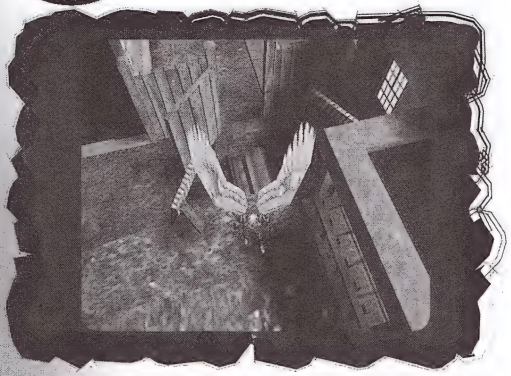


Fig. 2-32. Cain uses Levitate to float across the exposed piping behind the gate next to the Voodoo shop.

Fig. 2-33. Cain sneaks in the shop's back door to nab the valuable Health container (circled here).

- Back at the now-closed Voodoo shop, find the fence with an open gate to your left. Just beyond the gate is a large hole revealing some exposed piping. Don't step into the hole yet!
- Use the Levitate Talent, then "walk" across this large hole. (You float over the piping.)
- Enter the back door of the Voodoo shop.
- Inside, grab the Health container from the back shelf. Your Health capacity jumps another 100 points!
- Exit the shop through the back door.
- Use Levitate again to fly back across the hole.

Downtown Streets

- From the Voodoo shop, go up Evans, right on Griffin, then left on Grand.
- Find Cullen's Auto on the left (directly across the street from the Grand Theater).

SPECIAL SECRETS

Secret Talent!

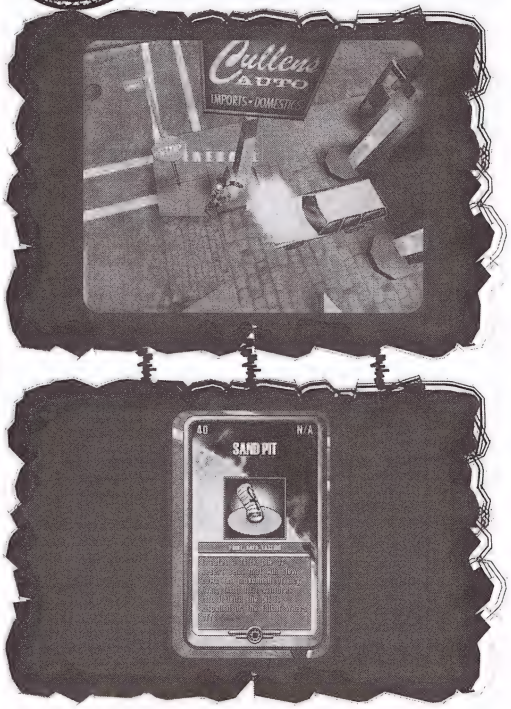


Fig. 2-34. Cain should blast the yellow car in front of Cullen's Auto to blow open the garage, then enter and nab the Sand Pit Talent.

- Stand in the street facing Cullen's Auto.
- Hurl any projectile Talent (Fireball or Star Blast) at either the yellow car or the gas pumps. The car and pumps explode, tearing open the front of the garage.
- Enter the garage and nab the Sand Pit Talent.
- Exit the garage.

Downtown Streets

- From Cullen's Auto, cross the street and approach the man who stands near the corner of Griffin and Grand.
- Talk to the man.

This guy is a true magic fanatic who knows how card tricks work. His advice: Always pick a card from the bottom of the deck, and always make the magician cut the deck seven times. "Messes `em up every time!" he says.

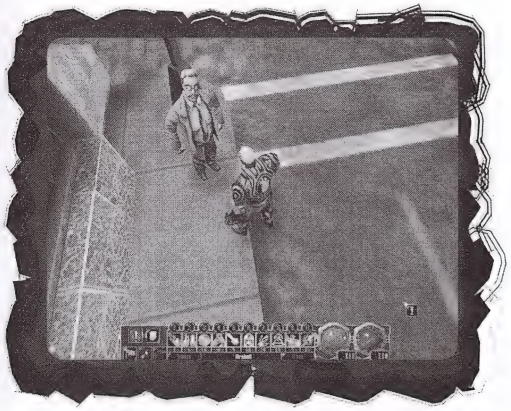


Fig. 2-35. Cain talks to this magic fanatic near the corner of Grand and Griffin to learn how to mess up a magician's card trick.

- Continue up Kaimmer Way to the street construction site.
- Approach the edge of the big hole.

The camera shifts to show you that the shop across the chasm is open. (You may have triggered this little scene earlier.) The shop seems to be connected to the Grand Theater.

The Grand Theater's Magic Shop

It's a magic shop, it's connected to the Grand Theater, it's open, and now you have a way to cross the chasm to the front door.

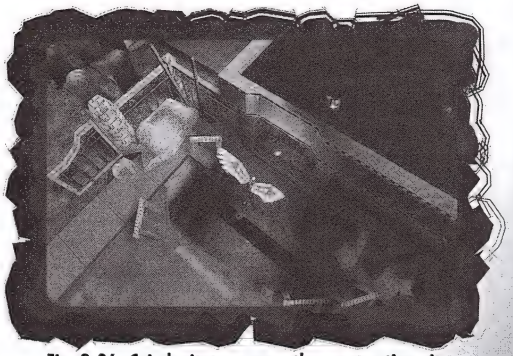


Fig. 2-36. Cain levitates across the construction pit to the theater's magic shop.

- Use your Levitate Talent to float across the construction site chasm near the entrance to the magic shop.
- Enter the shop.
- Talk to the clerk, who offers to perform a trick for you.
- Select "Sure, why not."
- Select "(You pick the card on the bottom of the deck.)"
- Select "Six."
- Select "Cut the deck one more time."

Making the preceding choices ruins the magic card trick for the clerk. He assumes the deck is defective and gives it to you.

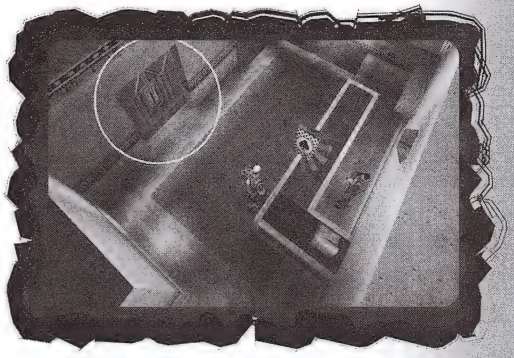


Fig. 2-37. After Cain ruins the clerk's card trick and takes the deck the clerk offers, he goes through the door (circled here) to enter the Grand Theater lobby.

- Exit through the back door of the shop.
- Voila! You're in the Grand Theater lobby!

Grand Theater

- If you try to enter the men's room across the lobby, the janitor says it's out of order.
- Follow the carpeted path around the Adrian Starr posters until you enter the main theatre area.
- Walk down the long center aisle until you reach the stage where Adrian Starr is rehearsing. This triggers a brief conversation with Starr.
- Starr summons four deadly showgirls. The two girls in purple use Fan of Blades and Invisbility. The two in pink use Shield of Refelct and Deck of Death.

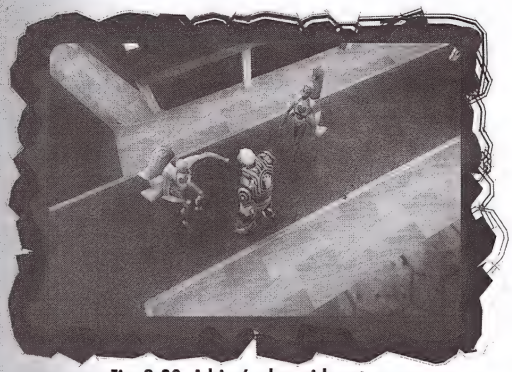


Fig. 2-38. Adrian's showgirls put on a heck of a show, don't they?

Oh sure, they're cute. But each showgirl wields a killer Talent, a mean left jab, and a wicked right cross. And each can take a *lot* of punishment, regardless of the costume. So keep moving as you fight back!

- After you defeat the showgirls, walk back up the aisle. Frost calls and you say you're trying to find a way backstage.
- At the top of the theater, turn right to see the "Deathtrap" exhibit.
- Approach the Deathtrap door. You might think it leads backstage, but the door is chained shut.
- Exit to the lobby and go left to the restroom entrance.

Theater Restrooms

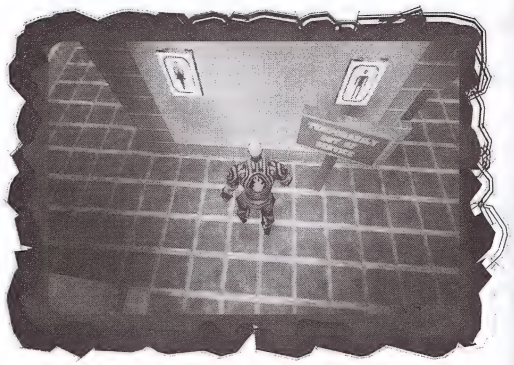


Fig. 2-39. After Cain's encounter with Starr's first showgirls, he heads for the men's room.

Fig. 2-40. The janitor won't hand over his bolt cutters unless Cain tries a card trick with the deck from the magic shop clerk.

- Note the sign in the men's room doorway: "Temporarily Out of Service." Somebody's probably making repairs.
- Go into the men's room (right side) to trigger an extremely amusing conversation with a plumber working on loose floor tiles. (This only works if you got the deck of cards from the magic shop clerk.)
- The plumber gives you his bolt cutters.
- Exit the men's room and return to the Deathtrap entrance.

Deathtrap Entrance

When you approach the entrance, you automatically use the bolt cutters to clip the chain and open the door. Walk through the entrance to end the level.

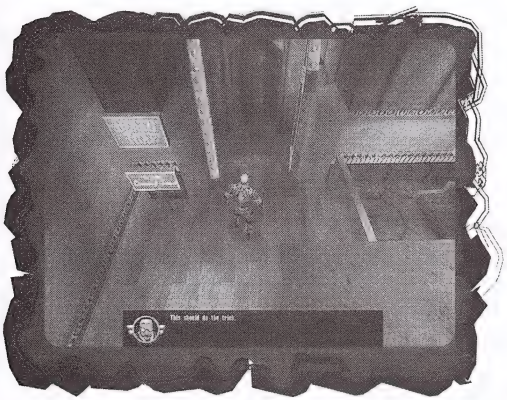


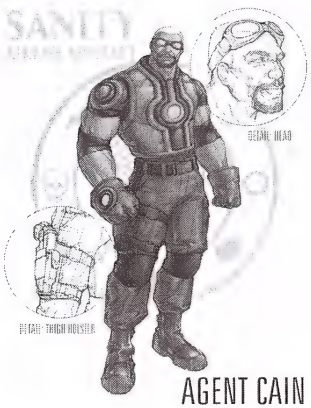
Fig. 2-41. Cain uses the janitor's bolt cutters to cut the lock on the Deathtrap exhibit door.

Level 7: Deathtrap

This level requires you to be nimble of both body and mind. Get ready for a series of "Deathtrap" rooms full of falling floors, slashing blades, man-eating tigers, Psionic showgirls, and other killer obstacles.

Deathtrap Exhibit: Lobby

- Approach the attendant. He objects to your presence.
- Select any response. (It doesn't matter which.)
- You can choose one of two ways to get through the gate.



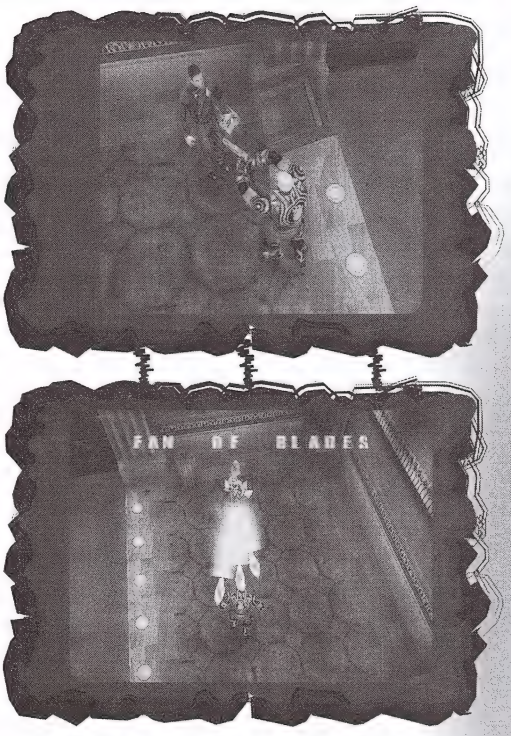


Fig. 2-42. Brute method: Cain should pull his gun on the Deathtrap attendant, then battle the Psionic showgirls and their Fan of Blades.

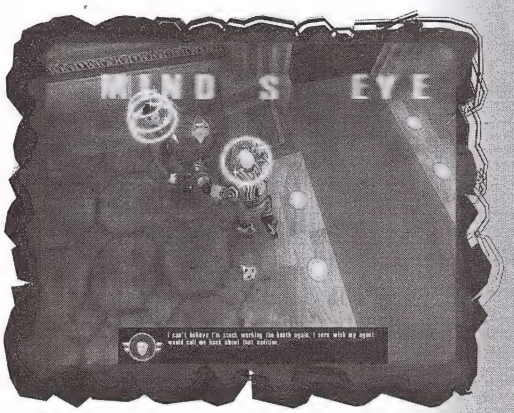


Fig. 2-43. Elegant method: Cain should read the Deathtrap attendant's thoughts with Mind's Eye, then tell the attendant what he wants to hear.

- Tough Way: Pull your gun on the attendant. He summons a pair of very tough showgirls, each firing Fan of Blades at you while ducking under Invisibility. You must kill them, then talk to the attendant again, who now opens the gate.
- Easy Way: Use Mind's Eye on the attendant to learn he's waiting for a call from his agent about an audition. Then talk to the attendant again; and tell him his agent's on the phone. When the attendant leaves, pull the lever behind the desk to open the gate.
- Go through the now-open gate.

Spinning Floor Room

You enter the first in a series of macabre Deathtrap chambers. This one features a spinning, disc-shaped floor suspended in the middle of the room. Two giant blades extend and retract from the walls on either side. Note also the four bull's-eye targets, one in each corner of the room.

Your goal: Destroy all four bull's-eye targets. When you do so, the disc stops spinning, the blades retract, and a door opens on the room's far side.

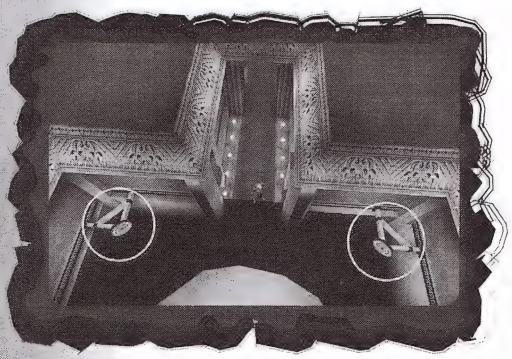


Fig. 2-44. With the camera view rotating, Cain can see the two near-side targets (circled here) before he uses Levitate to float onto the spinning floor.

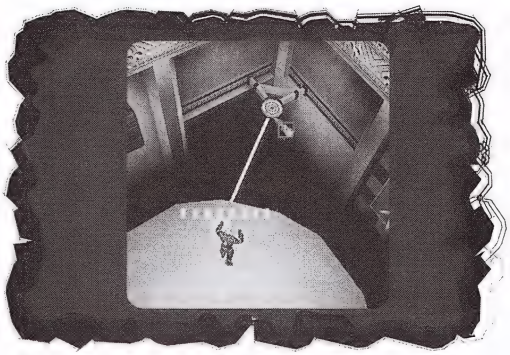


Fig. 2-45. Cain should Sling Fireball or Star Blast at each target. When all four are destroyed, the floor stops spinning.

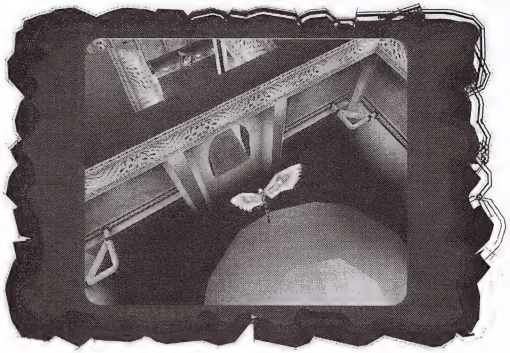


Fig. 2-46. Cain uses Levitate to reach the far door.

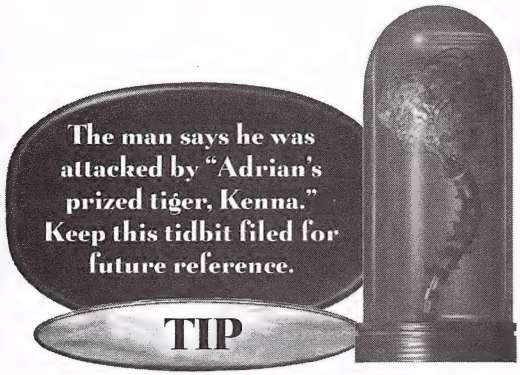
- Spin your camera view (by pressing A or D) to face back toward the entrance door. (See Figure 2-44.) Now you can see the two near-side targets.
- Cast Levitate and float quickly to the spinning disc.
- Quickly! While still levitating, blast the two near-side targets with Fireball or Star Blast. Keep away from the blades! Note: When Levitate fades, start running against the floor's spin to avoid the blades.
- After the two near targets are destroyed, use A or D to spin the camera view around 180 degrees. You should see the other two bull's-eye targets now.
- Time your run past the blades to the far side of the floor disc.
- Sling fireballs at the two remaining targets to destroy them. When you do so, the floor stops spinning, the blades retract, and the door opens on the far side of the room.
- Use Levitate to float across to the newly opened door.
- Exit the room.

Tiger Cage Room

Here's a fun room—three Bengal tigers threaten a man in a big cage. Your goal: Save the man from the tigers so he can help you reach Adrian Starr.

- Walk forward to trigger a call from Agent Frost.
- Approach the cage door to trigger conversation with the man in the cage.

The man agrees to help you get backstage if you can retrieve the tiger cage key from the next room and save him from the carnivorous beasts. (Note: If you simply attack the tigers here, they kill the man and you fail the mission). As the man says, "I'm the only one who can get you backstage." Then he gives you an Ace of Spades card, and the Ace of Spades door slides open across the room.



- Walk around the cage and climb the stairs to the newly opened doorway.
- Go through the open doorway.

Tiger Key Room (First Time)

The Ace of Spades door slides shut behind you and two of Adrian's Psionic showgirls appear in the room. The tiger cage key floats in a deadly fountain of cards rising from a spade-shaped pit; you can't reach it without dying. On the room's far side you find four cardholders, one for each ace in the deck. Your goal is to find all four aces and place each in its corresponding cardholder to close the spade-shaped pit and retrieve the tiger cage key.

- Defeat the pair of showgirls.
- Walk around the spade-shaped pit to the set of four cardholders.
- Approach the Ace of Spades cardholder.

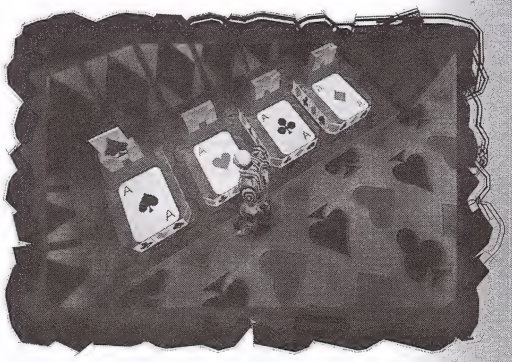
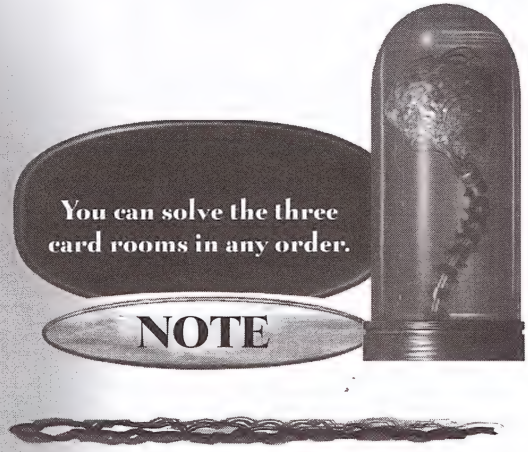


Fig. 2-47. Cain puts the Ace of Spades in its cardholder. Now he goes to find the other three aces.

You automatically place your Ace of Spades card in the spade cardholder, triggering the other three doors to open. Each door is marked by aces of the other three suits—hearts, clubs, and diamonds. You must find the corresponding ace card in each room.



- Climb the stairs just right of the cardholders.
- At the top of the stairs, go left and walk into the next room.

The "Ballroom" (Ace of Clubs)

This chamber features two big boxes with a path running around and between them. The Ace of Clubs sits at the far end of the room. Unfortunately, large swords extend and retract from the walls, and one massive, charged ball rolls around each box.

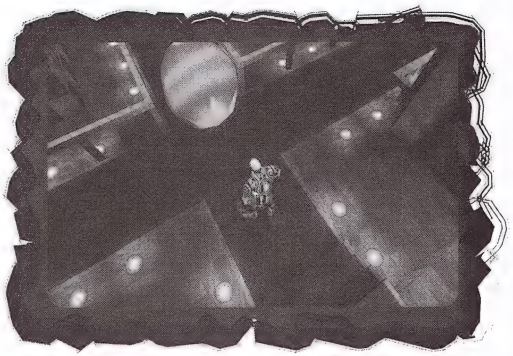


Fig. 2-48. Follow that ball! Stay close, but don't touch it. Avoid the blades and grab the ace.

- *Closely* follow one of the balls as it rolls around the box (avoiding the swords) to the card.
- Once you nab the card in the back of the room, run up the middle path to safety. Watch out for the sword tips that meet halfway up the path!
- Exit the room.

Tiger Key Room (Second Time)

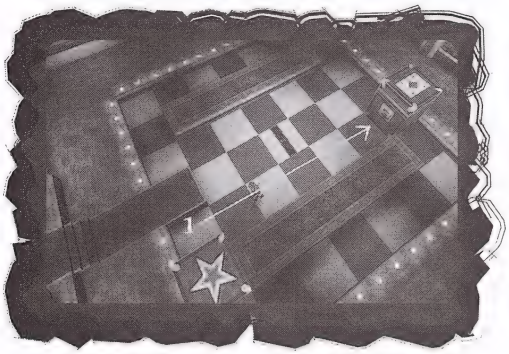
- Defeat three more showgirls.
- Approach the Ace of Clubs cardholder to place the card in the slot.
- Climb the stairs to the right.
- At the top, go right and follow the path to the next room.

The "Buzz Saw" Room (Ace of Diamonds)

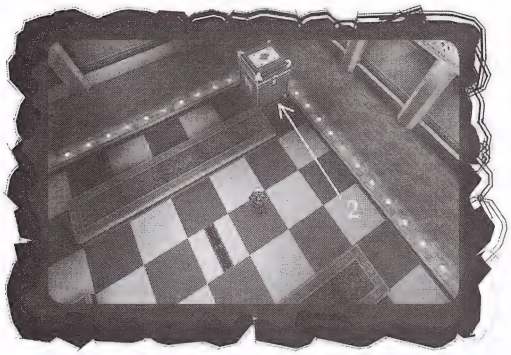
This chamber features a pair of big boxes (a "Star" box and a "Diamond" box) on a tiled, sunken floor with a buzz saw rising and falling in the floor's center. As you might guess, the box marked with the Ace of Diamonds holds that card.

Your goal: Use Psionic Push to shove the diamond box over the buzz saw to slice open the box and get the ace card. Unfortunately, you have no "touch" with the Psionic Push Talent; whenever you shove a box, it slides until something stops it. So you have to maneuver the boxes until the diamond box is in the same row (horizontal or vertical) as the buzz saw, then push it over the saw when the blade is up.

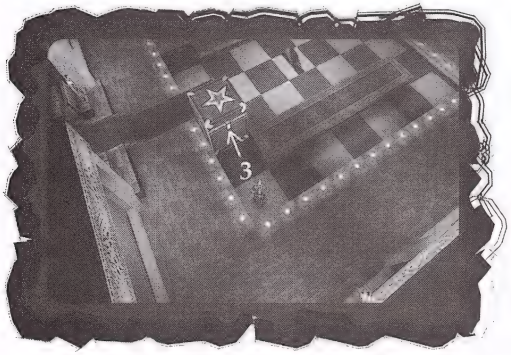
There are many ways to solve this puzzle, but here's a quick six-move solution that assumes you're facing the puzzle from the doorway:



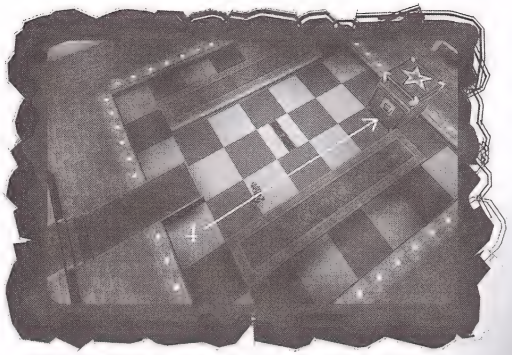
Step 1. Push the diamond box to the far end of the room.



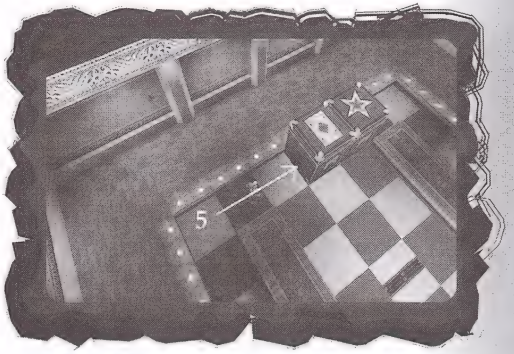
Step 2. Push the diamond box into the far left corner.



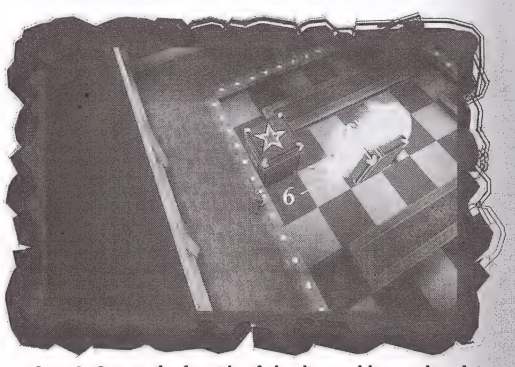
Step 3. Push the star box one space to the left (to the spot where the diamond box started).



Step 4. Push the star box across the room.



Step 5. Push the diamond box up against the star box. Now the diamond box is aligned in the same row as the buzz saw.



Step 6. Get on the far side of the diamond box and push it toward the buzz saw when the blade rises from the floor. (If you don't time the push correctly, don't worry. You can just try again from the opposite direction.)

- Grab the Ace of Diamonds. Don't hit the buzz saw!
- Exit the room.

Tiger Key Room (Third Time)

- Defeat three more showgirls.
- Approach the Ace of Diamonds cardholder to place the card in the slot.
- Cross the room and climb the far stairs.
- At the top of the stairs, go left and follow the path into the next room.

The "Bridge" Room (Ace of Hearts)

The "Bridge" room features an old wooden bridge that runs along one side leading to the Ace of Hearts card. As in previous rooms, large swords extend and retract from the walls. As you cross the bridge, each section collapses under you, so proceed quickly!

- Hustle across the wooden walkway, timing your run to reach each sword just as it retracts back into the wall.

- Grab the Ace of Hearts card.

Four platforms rise up from the depths. Each one has a sword sliding in and out over it. Yikes! Save your game here.

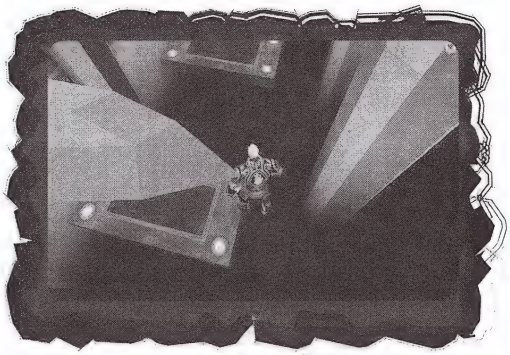


Fig. 2-55. To avoid the blades on the way back across the Bridge Room, Cain should use Levitate to float to the extreme outer edge of each platform. (Note how Cain's left foot is barely on the platform here.)

- Use Levitate and float to the *very outer edge* of the second platform. If you land with your inside foot just barely on the platform, you won't fall and the blade won't touch you.
- Use Levitate and float to the extreme outer end of the fourth platform.
- Use Levitate again and float to the end of the room.
- Exit the room.

Tiger Key Room (Fourth Time)

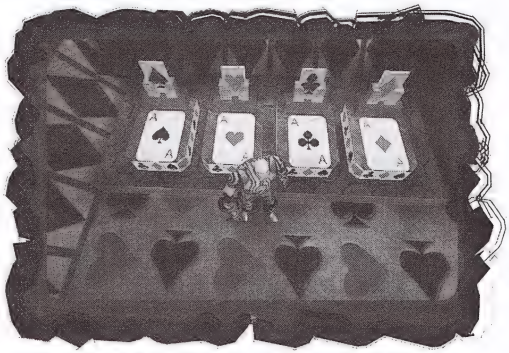


Fig. 2-56. When Cain puts the fourth ace in its cardholder, the pit seals shut and he can grab the tiger cage key.

- Defeat three more showgirls.
- Approach the Ace of Hearts cardholder to place the card in the slot. This seals shut the spade-shaped pit.
- Take the tiger cage key. This reopens the door to the tiger cage room.
- Go back into the tiger cage room.

Tiger Cage Room

- Approach the cage door. You automatically unlock the cage with the key.
- Quickly! Kill all three tigers before they can attack the man. After you rescue the man he gives you the Lesser Shield of Reflect Talent. (He says, "It's the only thing that will help you give Adrian a taste of his own medicine.")

Fig. 2-57. When Cain saves the tiger man, the man gives him a critical Talent—Lesser Shield of Reflect. Cain can't defeat Adrian Starr without it.

- Talk to the man. He says, "Follow me."
- Follow the man. He escorts you to a locked door and opens it.
- Talk to the man again. He gives you directions to the backstage entrance—down the hall, to your right, and up the stairs.
- Proceed down the hall and through the next door.

Backstage Anteroom

- Two more showgirls attack. After you defeat them, one leaves behind the Shield of Illusion Talent.
- Take the Talent.
- Go through the open set of doors.

Backstage

When you finally reach this backstage area, two more showgirls confront you. But oddly, they walk away without attacking. What's up with that?

- Walk across the backstage area past the fenced-in box and Adrian Starr's dressing room.
- Climb the back stairs to the stage.
- Approach the stage manager to trigger a conversation. You are gently persuaded to be a contestant on the Trivia Insanity game show.

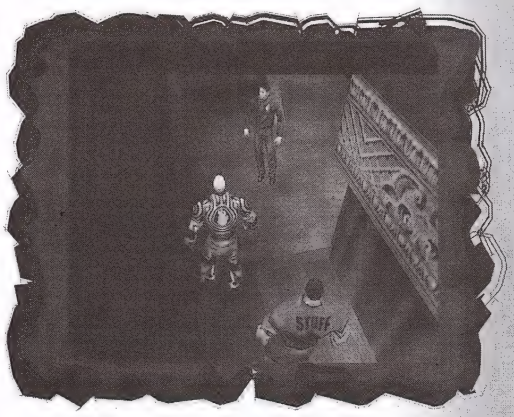


Fig. 2-58. The stage manager has a big surprise for Cain. He's standing right behind him.

Level 8: Adrian Starr (Boss Level)

This level begins with the twisted and sickeningly perverse game show, Trivia Insanity! No description could adequately replace your viewing experience of this darkly amusing spectacle. So we say nothing other than to do our duty and provide the answers to your trivia contest questions.

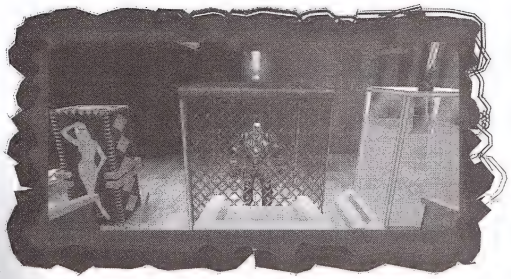


Fig. 2-59. Welcome to Trivia Insanity, the only game show in the world that has the slogan: "One wrong answer and you're dead!"

Trivia Insanity Contest Answers

1. Kenna
2. The Eye of Ra
3. In utero injection of Psionic Booster serum
4. Clear Point Park
5. Department of National Psionic Control
6. The Children of Tomorrow

Adrian Starr

When you answer all the questions correctly, you earn the astonishing privilege of participating in "the world-famous and now-legendary Escape from the Glass Box" with none other than Adrian Starr himself. As an added attraction, you get to tussle again with Starr's lovely showgirl assistants.

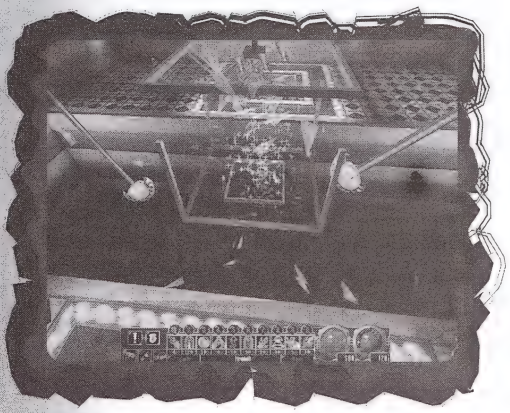


Fig. 2-60. Oops! But the show must go on!

The "show" rages across a large room with a chasm in its center. Two bull's-eye targets slide along either end of the room. Adrian Starr occupies a glass-sided box suspended in the middle of the chasm, and two large bladed pendulums hang from each side wall. Guess what? The box is Psionic-proof—you can't hit Starr.

Your task is simple in concept but difficult in execution; this can be a very tough fight. The battle takes place in two stages.

Stage 1

Your first goal is to destroy all four of the sliding bull's-eye targets. This releases the two bladed pendulums, which then swing into Adrian Starr's glass box and smash it to shards. Of course, Starr complicates your task by summoning showgirls every few seconds.

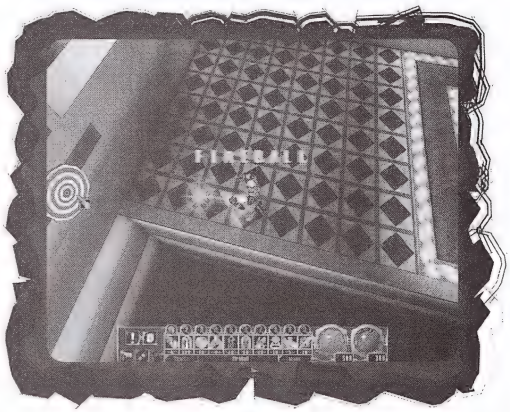
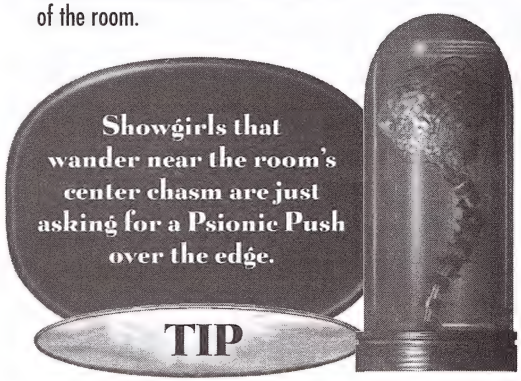


Fig. 2-61. Cain should toss a quick Fireball at each of the four bull's-eye targets to shatter them and unleash the pendulum blades on Starr's glass box (as in Figure 2-60).

- Blast the targets on the side nearest you while dodging showgirls.
- You can hit the far-side targets from here, too. Or you can use Levitate to float across the chasm and destroy the targets on the other side of the room.

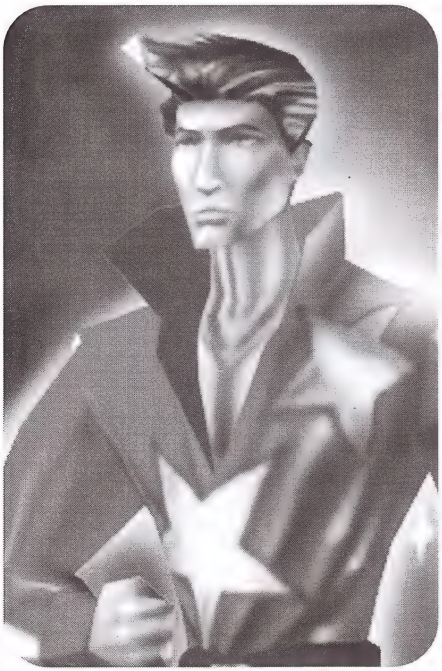


When all four of the bull's-eye targets are destroyed, the two bladed pendulums swing free from the walls and shatter Adrian Starr's glass box, knocking him into the chasm.

Stage 2

Now you tangle with Adrian Starr himself. The magician is an accomplished Psionic; his rapid-fire assault with projectile Talents such as Fan of Blades and Rain of Swords is withering and relentless. However, you have an ace in your own deck, too. Remember the gift Talent from Starr's assistant, the man you saved from the tigers?

Fig. 2-62. When that Fan of Blades hits Cain's Lesser Shield of Reflect, Adrian Starr gets a full taste of his own medicine.



TIPS FROM THE TESTERS

As you fight Starr, keep the following tips in mind:

- Use your Lesser Shield of Reflect Talent to zing Starr's Fan of Blades projectile attacks right back at him.
- Time your uses carefully. Keep moving back and forth to avoid Starr's Rain of Swords area attack. But when Starr tosses a Fan of Blades shot, quickly use Lesser Shield of Reflect to knock a blade back at the illusionist.
- Lesser Shield of Reflect costs only 15 Sanity per use, so you should have plenty of chances to dish back to Starr exactly what he dishes out.
- Remember, you want Starr to hit you with Fan of Blades (if you have Lesser Shield of Reflect in use), but *not* with Rain of Swords.
- A reflected projectile will move faster the closer it is to you when you cast the Lesser Reflect Talent. If you wait until the very last minute and use Lesser Shield of Reflect, Adrian's reflected Talent will fly back at him extremely quickly. The player must reflect the Talent back at Adrian as fast as possible in order to hit him.

After you defeat Adrian Starr, watch in amazement as he rises like a phoenix from the chasm to congratulate you. After murdering two game show contestants and nearly terminating you, too, he now has time to answer your questions. Starr suggests that Abel (who he calls "one of my associates") perpetrated the Aiken Pharmaceuticals break-in and that you should seek your own answers at the Aiken facility. Then Adrian Starr makes a flashy exit.

Fig. 2-63. Not a bad guy, really—well, except for all those times he almost killed you.

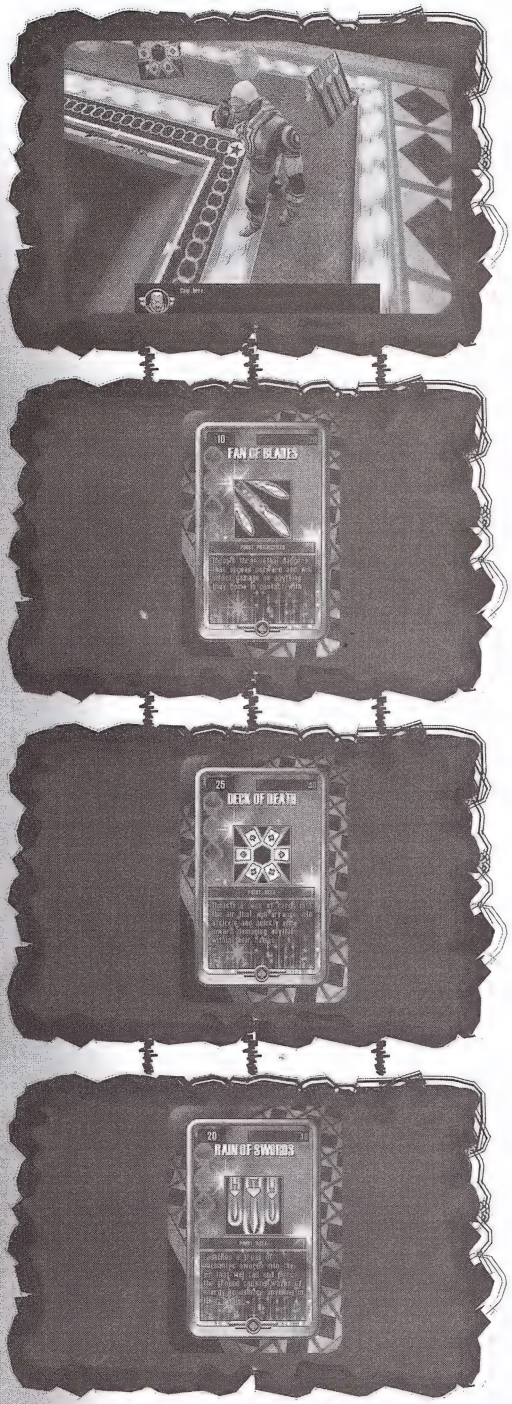


Fig. 2-64. Frost calls, and the talented Starr leaves Cain quite a haul in exchange for his showmanship.

Starr generously leaves behind Talents for Fan of Blades, Deck of Death, and Rain of Swords, plus Sanity and Health containers. Then Agent Frost calls. The two DNPC agents put two and two together and deduce that Abel was after the boy, Bobby Jenkins, who was at both Aiken Pharmaceuticals and DNPC Headquarters, the two break-in sites.

- Pick up all the Talents and containers.
- Walk down the stairs. This ends Chapter 2.

Chapter 3: Joan Aiken

Your visit to Aiken Pharmaceuticals presents various layers of challenge. After a tour of the company's Museum of Science, you help Aiken lab workers overcome petty office jealousies and get their jobs done. In the secret labs below the building, you wade through waves of killer droids to encounter the "Children of Tomorrow," Aiken's new generation of Psionic humans. Finally, you infiltrate a stunning secret project, confront Joan Aiken...and learn another piece of the truth about yourself and Abel.

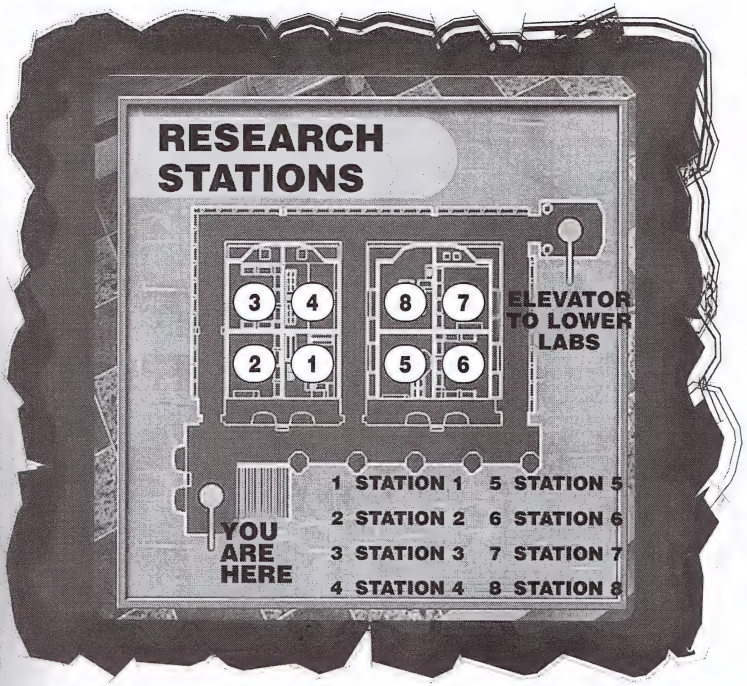


Fig. 3-1. Here's the map of the research stations area.

Level 9: Aiken Pharmaceuticals

This amusing level opens somewhat ominously as you encounter Golgotham once again. But soon the story switches gears, poking fun at corporate tours and everyday life in the scientific lab workplace. Here, you play the tourist (goofy shirt and all), then find yourself as a lackey and errand boy caught in the middle of Aiken inter-office turf wars.

Parking Lot

- Walk across the parking lot toward the entry gate. This triggers the appearance of Golgotham. You warn that "it's gonna take a little more than a handful of dog men to slow me down."
- Golgotham summons in a pair of Anubis guards, but adds a pair of Adrian Starr's showgirls, too. Defeat them all.
- After the battle, the gates to the parking lot open. Proceed through them.

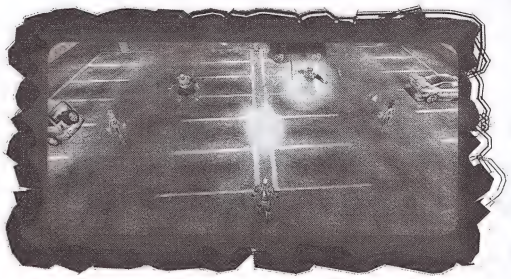


Fig. 3-2. Golgotham shows off some flashy cross-totemic control by summoning a mixed bag of Anubis guards and showgirls in the Aiken parking lot.

Entry

- Go up either staircase, left or right. The guards posted at the front door rush past you to check out the disturbance in the parking lot.
- You get a call from the "shadow agent" that gives you some insight into your mission.
- Walk through the front entrance of Aiken Pharmaceuticals.

Lobby

Once inside, you see a group of tourists waiting for the Aiken tour to begin. What a great way to spend the day, looking at beakers and test tubes and such—maybe you should join them.

- Talk to each tourist in the lobby to trigger the tour guide's pre-tour speech. When the speech ends, the guy in the ridiculous floral shirt runs off to the restroom.
- Follow the guy into the bathroom. You enter and "borrow" his clothes and visitor pass.

Fig. 3-3. Cain follows the tourist in the ridiculous shirt to the men's room so he can "borrow" a few things.

- Go back to the entrance area and continue past until you reach a security checkpoint (*not* the one directly across from the main entrance).
- Talk to the guard at the checkpoint. He asks for a visitor pass, and you produce the one you just "borrowed."
- After the guard disables the energy gate, go on through.
- Walk forward until Frost calls. You report on the latest phone call from the shadow agent.
- Walk forward again until you automatically rejoin the tour group. The tour guide speaks and officially starts the tour.

Museum of Science

The Aiken tour views several different displays to learn more about Dr. Joan Aiken's various projects. Join them...or not. You don't have to follow the tour. If you want to skip the tour, you can go upstairs and try to navigate the searchlights.

- To hear the tour, walk along with the group from exhibit to exhibit.
- Follow the tour up the stairs.

At the top, the tour guide describes the building's state-of-the-art security system—special searchlights that can detect almost any living organism. As she explains with a chuckle, "The only way to get past them would be to somehow make yourself invisible." (Ha! That would be so funny, wouldn't it?) Then she disables this section of the system.

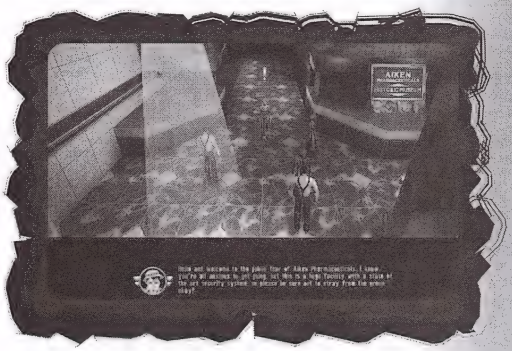


Fig. 3-4. Cain endures the tour at least until the tour guide turns off the security system.

- Continue following the tour group to the Children of Tomorrow poster, the brain containers, and the anti-phobia exhibit.
- After the anti-phobia exhibit, the tour guide points out the hallway to the left which "leads to a group of scientific laboratories where top-secret research is currently being conducted." Sounds like your kind of place, doesn't it?

Yes, here's where you can sneak off of the tour, if you want. When the tour group continues right, You can go left through the checkpoint (at the sign that reads "Research Stations 1–8") and try to infiltrate various labs. However, we recommend that you continue the tour to see the last exhibits.

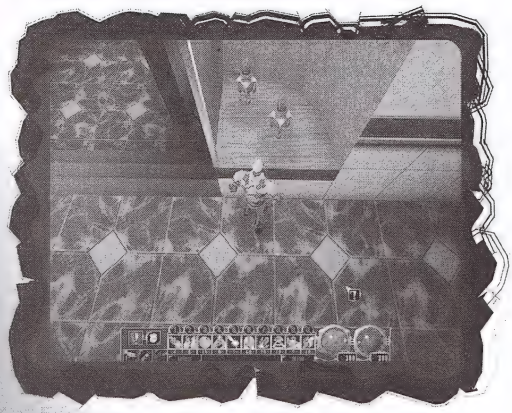


Fig. 3-5. Cain takes note of the killer droid exhibits.

- Follow the tour to see the photo of Aiken's Nobel Peace Prize and, in particular, the droid exhibit—"the latest and greatest in cybergenetic technology."
- Note the two droid types—the CG-1000 which slams into targets in a suicide attack and is completely impervious to Psionic attacks, and the CG-2000, a smart fighter able to launch its own Psionic attacks.
- When the tour reaches the elevator, Cain hints that it's time to ditch the tour and look around. Good idea.
- Return to the checkpoint. Don't go through or stand in its gate yet!

Security Checkpoint

A guard patrols the length of the hallway. The objective here is to slip past the guard without being detected. If he sees you, he escorts you back to the top of the stairs (not far away, fortunately).

Fig. 3-6. Cain's first goal is to infiltrate the research area through this checkpoint.

- Stand behind either post of the security gate and wait as the guard approaches.
- When the guard turns away, follow him up the hall and then duck into the side hall to the left. (See Figure 3-7.)

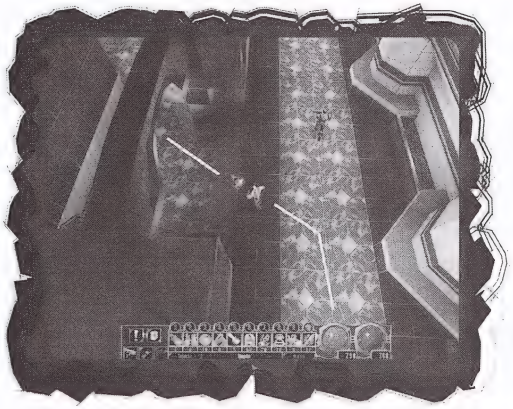


Fig. 3-7. When the security guard turns away from the checkpoint, Cain follows him and veers left into this side hall.

- Wait inside the hall near the corner. As the guard approaches on his return trip to the checkpoint, use Haste.
- When the guard passes, sprint down the rest of the main hall and up the stairs.
- At the top of the stairs, Agent Frost calls.

Fig. 3-8. When Cain reaches the top of the stairs, he's safe from the guard below. He can even stop and chat with Frost.

primagames.com

You suggest that Frost dig up blueprints for the lab "in case I need some assistance later on." Frost recalls hearing of a top-secret laboratory on a lower level.

Research Stations

NOTE

Look at the map in Figure 3-1. Your ultimate goal is to reach the Elevator to Lower Labs in the upper right corner, but a pair of guards posted there won't let you pass. So you must lure them away. The only way to do that is to complete all of the amusing inter-lab tasks listed in this section.

There's good stuff cooking in Research Stations 1 through 8. The key is to avoid the two guards patrolling the halls around the workstations. If one sees you in the hall or through the windows of a research station, he escorts you back to the top of the stairs. You can also use your Talent for reading people's minds in this section if you really want to be entertained.

- From the top of the stairs, turn right and look up the corridor straight ahead.
- Wait until the guard approaches, then turns to patrol, moving away. Follow him at a distance.
- Enter the first lab on the right, Station 2.

Research Station 2

- Talk to the lab technician on the right. He's pretty annoyed with the "precious 'experiment'" in Station 1 and the constant request for printouts from Station 3.
- Talk to the lab tech on the left to learn that Research Station 1 needs a beaker.

Fig. 3-9. In Station 2, Cain learns they need a beaker in Station 1. In fact, each station needs something, but can't seem to get it.

- Exit the station and go right, then enter the next door on the right, Research Station 3.

Research Station 3

- Talk to the lab tech on the left. He can't compile procedure steps until he gets those darn printouts from Station 2.
- Again, wait until the guard passes, and then exit the station and go right. Follow the corridor around two corners, then enter the next door on the right, Research Station 4.

Research Station 4

- Talk to the lab tech on the right to learn he can't write instructions until he gets the procedure steps from those goofballs in Station 3.
- When the coast is clear, run straight across the hall into Research Station 8.

Research Station 8

- Talk to the woman. She calls the nearby scientist "Dr. Beaker man" and asks if it's time to start yet. Dr. Beakerman angrily corrects her pronunciation of his name and says, "I told you, we're still waiting for the green-light from Station 7."

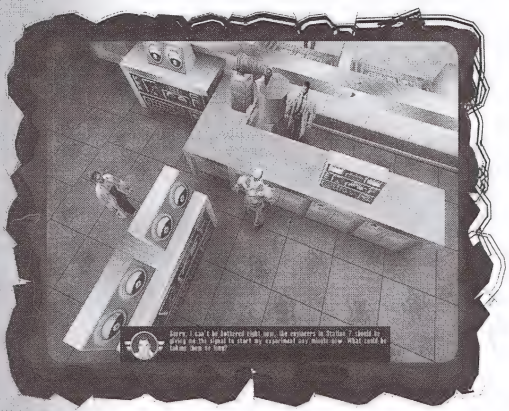


Fig. 3-10. The folks in Station 8 need a signal from Station 7, and they have a beaker that might work nicely in Station 1.

- You can talk to Dr. Beakerman, too. Again, he's waiting for that signal from Station 7...and, ironically, he's standing next to a rather lovely beaker.
- Exit the station, go to the left and enter the first door on the right, Research Station 1.

Research Station 1

- Talk to the annoyed scientists to learn they want a "stupid beaker" from Station 2.
- Exit the station and go directly across the hall into Research Station 5.

Research Station 5

- Approach the scientist at the small testing panel.
- Talk to the scientist.

The scientist asks if you are the Psionic test subject, and you say yes. The scientist offers you the Shield of Science Talent for the "experiment."

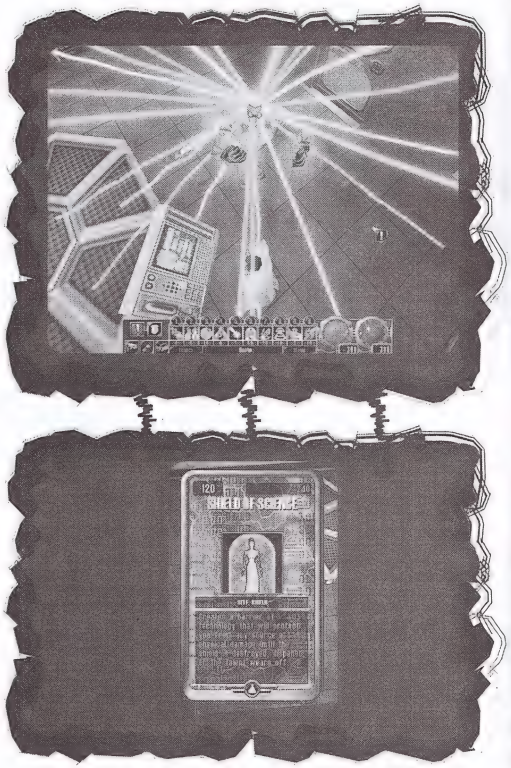


Fig. 3-11. Cain's pose as a Psionic test subject in Research Station 5 earns him the Shield of Science Talent.

- Take the Shield of Science Talent from the scientist.
- Walk to the center of the blue platform and use the Shield of Science Talent to run the experiment.
- Afterwards, the scientist says that Research Station 6 should now have all the readings they need.
- Exit the station, go left and around the corner, then enter the first door on the left: Research Station 6.

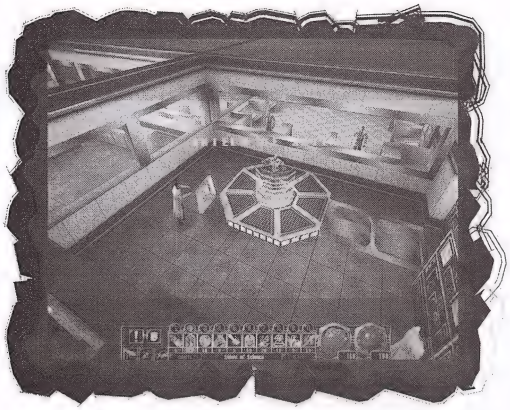


Fig. 3-12. The Psionic experiment with Shield of Science in Station 5 gives the Station 6 guys all the readings they could ever want.

Research Station 6

- Talk to John, the lab engineer on the right, for a good laugh.
- Talk to the lab engineer on the left. E-mail is down, so he had to put the experiment results on a disk. What a horrible bummer!
- When the guy leaves, grab the disk.
- Exit the station, go left and enter the first door on the left, Research Station 7.

Research Station 7

- Talk to the lab tech on the right. He takes the data disk and gives Dr. Beakerman in Station 8 the go-ahead.
- Exit the station and return to Research Station 8—go left around two corners to the first door on the left.

Research Station 8 (Second Visit)

- Watch the automatic sequence when you enter. Dr. Beakerman dismisses his assistant and gets busy conducting his experiment.
- Take the beaker from the back wall.

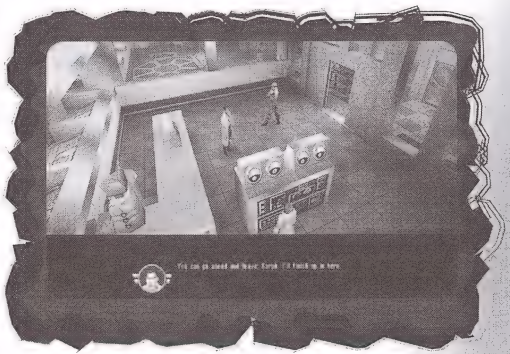


Fig. 3-13. When Beakerman dismisses his assistant and gets busy with his experiment, Cain steals his beaker.

- Exit and return to Research Station 1—go left and enter the first door on the right.

Research Station 1 (Second Visit)

- Talk to the scientist at left. He automatically takes the beaker and adds it to his experiment.
- Exit and return to Station 2—go to the right around two corners and enter the first door on the right.

Research Station 2 (Second Visit)

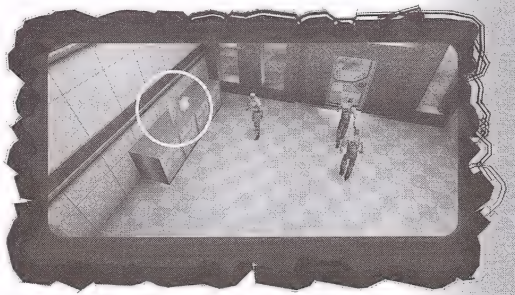


Fig. 3-14. When the two lab techs march out of Station 2, Cain nabs their printouts (circled here) for delivery to Station 3.

- The lab tech announces he has the printouts, but he's leaving them on his desk. When he and his partner Dan exit, grab the printouts.
- Exit the station, turn right, and enter the next door on the right, Research Station 3.

Research Station 3 (Second Visit)

- Talk to the lab tech on the left (back of the room) to deliver the printouts. He asks you to run his procedures over to Station 4.
- Pick any answer. They all equal "Yes." The tech asks you to recommend a change—"Switch Steps 4 and 8 and skip Step 5."
- After the technicians leave, grab the data pad with the procedures.
- Exit the station and return to Research Station 4 (go right around two turns, then enter the first door on the right).

Research Station 4 (Second Visit)

- Talk to the male scientist. He takes the procedures from Cain and asks for any special instructions.
- Choose the third answer: "Switch Steps 4 and 8 and skip Step 5."

The scientist disagrees with the Step 5 deletion and decides to ignore it. When he runs the procedure, the experiment goes awry and the generator blows up, jarring open a door behind it. The scientists decide to evacuate.

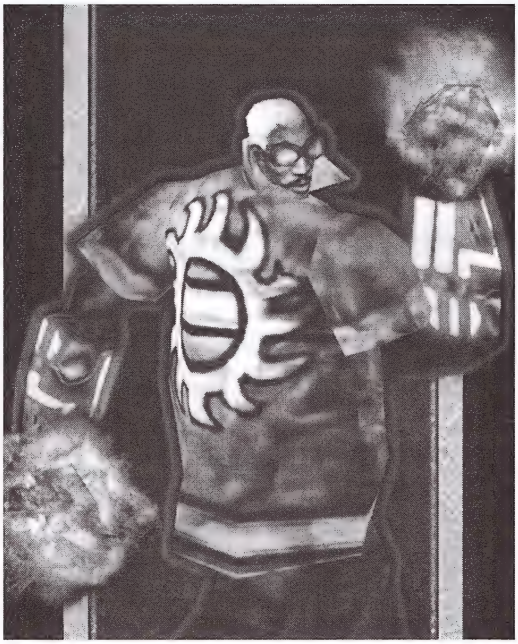
- Enter the small room and acquire the Wall of Flames Talent.
- Exit Station 4, turn right, and go through the first door on the right to enter Research Station 1.

Research Station 1 (Third Visit)

- Talk to the scientist by the beaker. He asks you where the people in Station 4 went. You tell him Station 4 evacuated after something went wrong.
- After both scientists leave, collect the beaker again.
- Exit the station, turn left, and go to Station 8 on the right.

Research Station 8 (Third Visit)

- Save your game when you enter the station—that is, *before* you talk to Dr. Beakerman.
- Be sure you have Haste available in your Active Talent Bar.
- Talk to Dr. Beakerman to return his beaker. Beakerman doesn't recognize you and decides to check out your lame story.
- Watch Beakerman run to the security guards by the elevators. Immediately exit the station...unless you want to score a couple of hidden Talents. (See the special section that follows.)



SPECIAL SECRETS

Secret Talents!

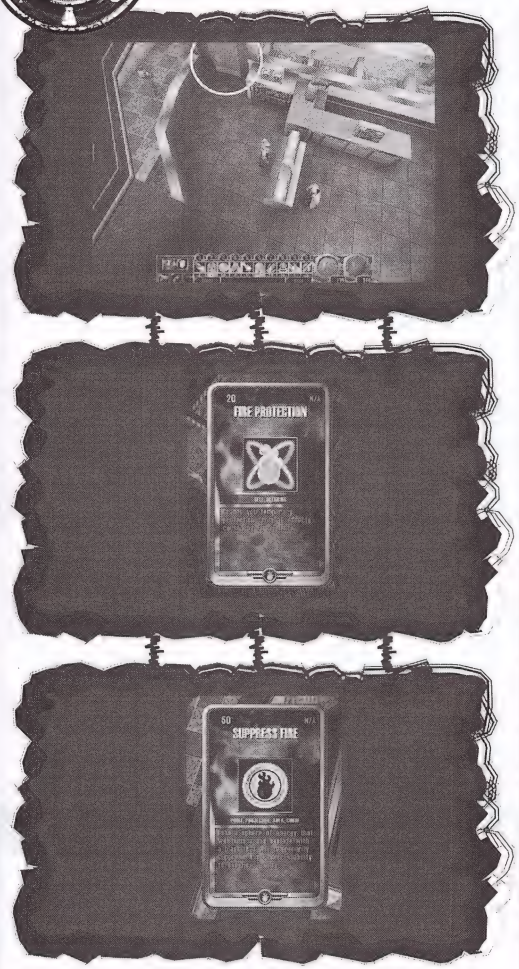


Fig. 3-15. When Beakerman leaves, Cain uses Haste and hustles through the green door (circled here) to grab two Talents. Any hesitation whatsoever, and Cain will be caught.

- Quickly! When Beakerman leaves to get security, *immediately* use the Haste Talent, then run through the green door in the corner of his station. You must waste no time in doing this—time is very, very tight.
- Quickly! Acquire the Fire Protection and Suppress Fire Talents as fast as possible.
- Run directly out of the station—you can try to use Haste again first, but you may not have enough time—and sprint around the corner to the left to avoid the security guards.

Research Station Halls

- Quickly! After you exit Station 8, run left down the corridor all the way to the end.
- Turn left and follow the corridor around the far corner.
- Continue to the next right, where you enter a hallway to find elevators marked "*Lower Labs: Authorized Personnel Only.*"
- Approach the elevators. This ends the level.

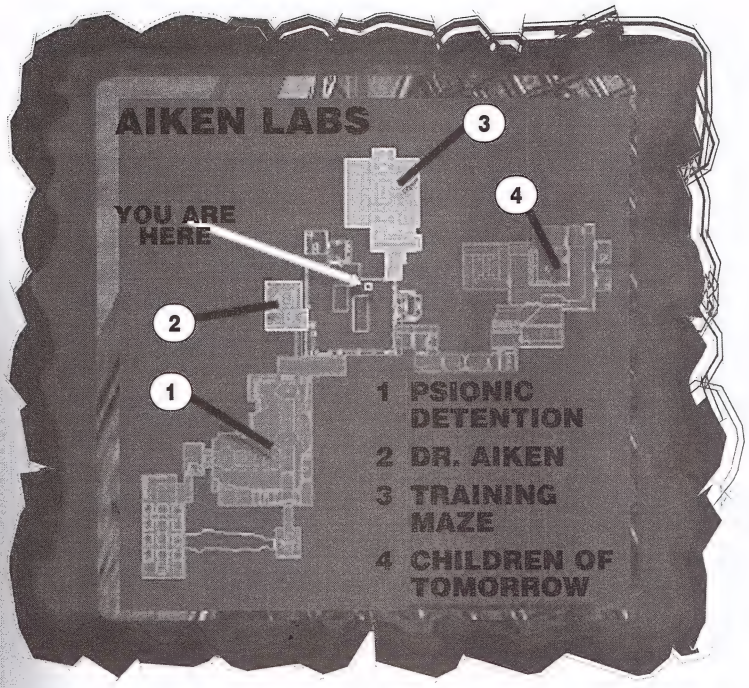
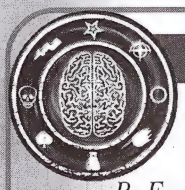


Fig. 3-16. Map of the Aiken facility's lower research level.

Level 10: Aiken Research Level

Welcome to the heart of Joan Aiken's pharmaceutical empire. Here, Aiken conducts sensitive research on young test subjects known as the Children of Tomorrow. Her personal office is here, too, as is a Psionic Detention wing where behavioral problems dwell. In this level, you encounter swarms of pesky attack droids and plenty of puzzles as you search for Joan Aiken and answers.



TIPS FROM THE TESTERS

Defeating Aiken's Droids

By Francis Choi, Fox Tester

My first bit of advice when fighting Aiken's robots: Save often. These can be tough, drawn-out battles, particularly when you face those pesky blue droids with their Psi-suppressant capability. All three types of droids are quick, all are deadly, and all are invulnerable to Science Totem attacks.

The red robots are suicide droids, and they pack a punch damage of 60. They are very fast, so you can't really avoid them for long. Best tactic: Activate a shield Talent and just run right at them. The sooner you thin their ranks, the better you can concentrate on the other, more intelligent droid models.

The blue droids (which look grayish on some screens) fire Laser Beam at you. Shields are largely useless against them. These droids also wield the Shield Break Talent. Advice: Keep a healthy distance, and use Lesser Shield of Reflect on their laser shots.

Finally, you face the dreaded green droids—tough little sponges (240 hit points) who absorb anything you use, then use it themselves. (For this reason, never use a Heal Talent near them.) These truly annoying robots use Shield of Science and launch Psi-suppressant. Keep your distance from blue droids so you can dodge their bouncing Psi-suppressant spheres, and use Lesser Shield of Reflect when you can.

Lower Level Corridors

- After you step off the elevator, go left around the corner to the Training Maze door.
- Enter the Training Maze area.

Training Maze

- Follow the short passage to the Bay 1 door.
- Enter Bay 1.

Bay 1

When you enter the bay, a boy calls for help on the far side of the maze. A fly-over cinematic reveals a platoon of roving green droids armed with laser beams patrolling the maze. The maze has five levers, one in each corner, and one near the center. The four corner levers lower the four walls that imprison the boy. The center lever opens access to a secret area.

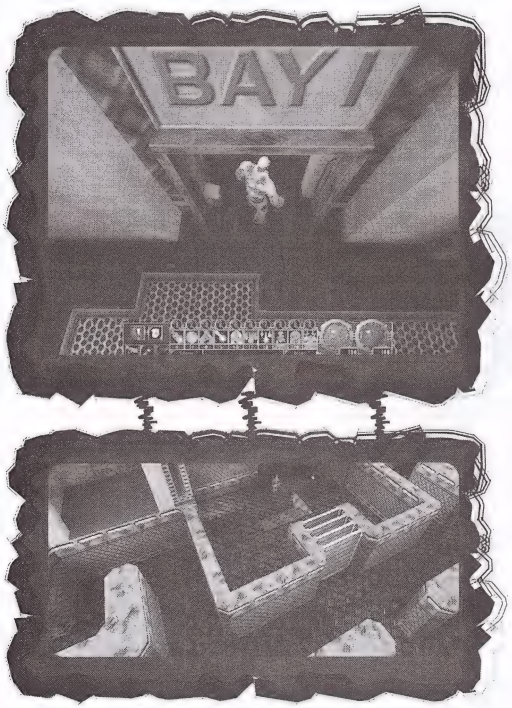


Fig. 3-17. When Cain enters Bay 1, he sees a boy call for help across an ugly-looking maze.

- Avoid the droids as best you can while pulling the four levers located in the corners of the maze. Each lever lowers one of the four walls imprisoning the boy in his small chamber.
- Enter the chamber to meet the little boy named Anthony.

Fig. 3-18. Cain pulls all four of these corner levers to free the boy.

Anthony, who calls Joan Aiken "mother," is one of Aiken's special Psionic test subjects known as the Children of Tomorrow. This maze is designed to train Anthony to defend himself. When asked about Aiken's whereabouts, Anthony says, "She works down in the place where the scary things are." Sounds like something to check out.

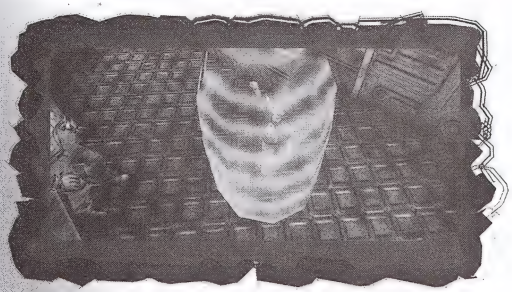
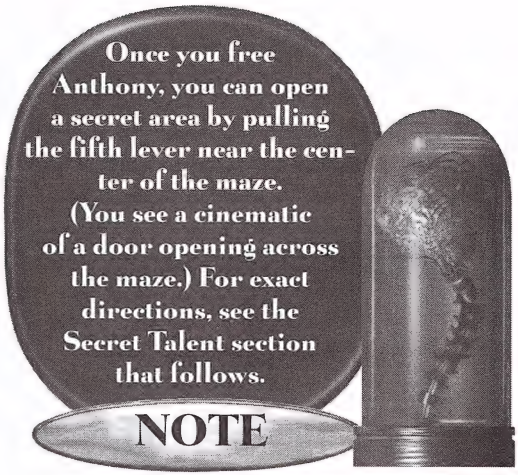
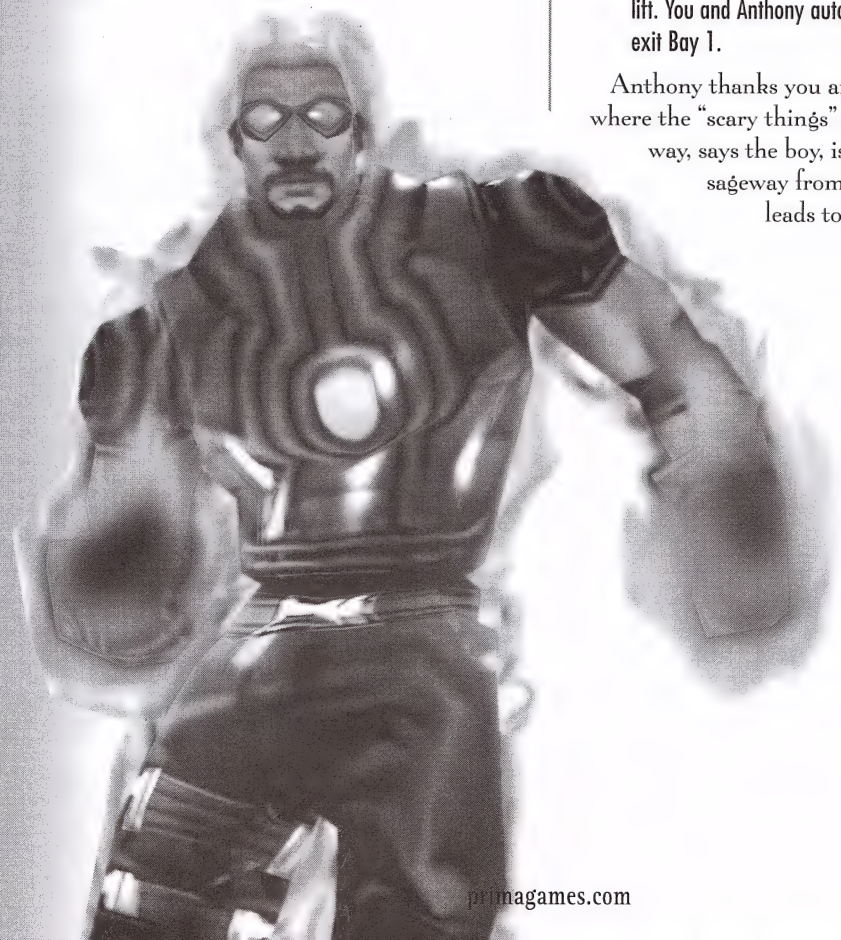


Fig. 3-19. Anthony is a "Talented" little fellow. After you free him, he shields himself and follows your lead, shoving away droids with Psionic Push.


Once you free Anthony, you can open a secret area by pulling the fifth lever near the center of the maze. (You see a cinematic of a door opening across the maze.) For exact directions, see the Secret Talent section that follows.
NOTE

- Make your way back through the maze to where you started; Anthony follows.
- Anthony helps you exit the maze by lowering a lift. You and Anthony automatically ride up and exit Bay 1.

Anthony thanks you and tells you how to find where the "scary things" are, one level down. The way, says the boy, is through a hidden passageway from "mother's office" that leads to an elevator.



SPECIAL SECRETS

Secret Talent

You must pull the fifth lever, the one in the center of the Training Maze. You can do this at any time—on the way to reach Anthony, on the way out of the maze with Anthony, or on a return trip into the maze after leading Anthony to safety.

- Find the lever on the wall near the center of the Training Maze.
- Pull this lever to see a cinematic of a door opening on the other side of the maze.

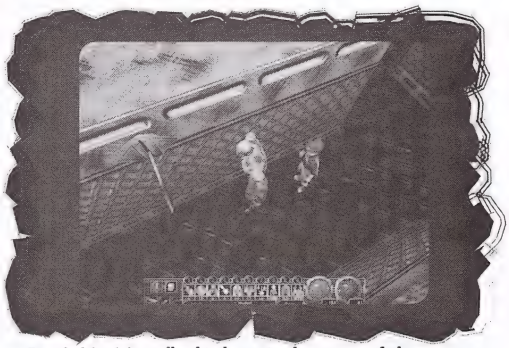


Fig. 3-20. Cain pulls this lever in the center of the maze to open the Bay 2 door.

- After you escape the Bay 1 maze with Anthony and finish your second conversation with the boy, walk directly toward the wall panel down the corridor from the Bay 1 entrance. (See Figure 3-21.)
- When you approach the wall, a doorway opens. Walk through and climb the stairs.

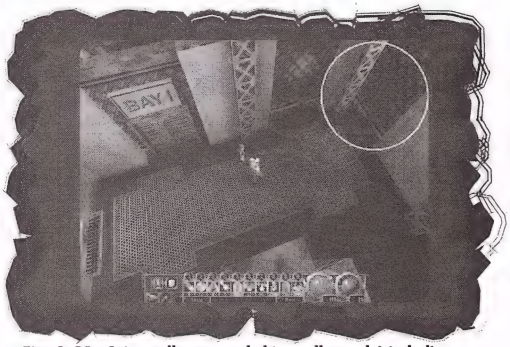


Fig. 3-21. Cain walks toward this wall panel (circled) to get above the maze through the Bay 2 door.

- Follow the passage around the corner to the Bay 2 entrance. (This is the one you opened by pulling the lever in the middle of the maze.)
- Walk through the Bay 2 doorway. You find a pane of glass.
- Pull out your gun and fire at the pane to break the glass.

Fig. 3-22. Cain shoots through the glass beyond the Bay 2 door.

When using Levitate to cross the maze, keep your hops from wall to wall short—just two at a time, at most. If the Levitate Talent wears off between walls, you fall into the maze and must exit via the main entry door, then start all over again.

TIP

- Use Levitate to cross the maze, floating from wall-top to wall-top. From the Bay 2 window that you just shattered, veer slightly right as you cross the maze.
- Stop on the wall-top across from the small alcove that houses the spinning Talent. A window separates the area from the maze room.

continued on next page

SPECIAL SECRETS

continued from previous page

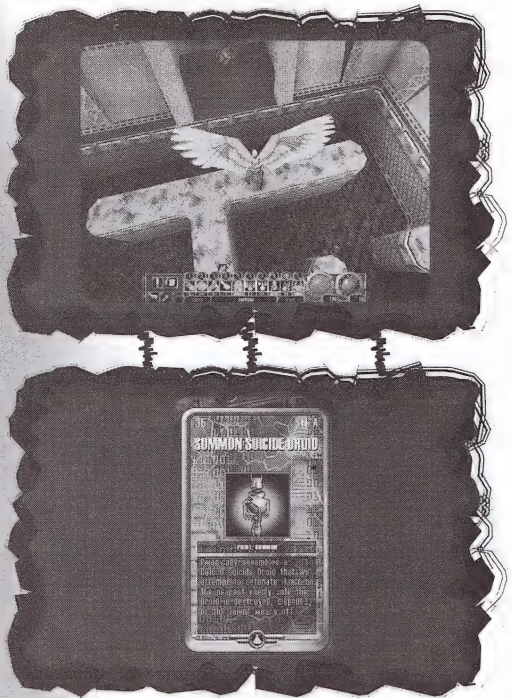


Fig. 3-23. Cain uses Levitate to float from wall-top to wall-top until he reaches this platform across from the glassed-in Summon Suicide Droid Talent. Cain shoots out the glass before he flies into the alcove!

- Use your gun to shoot at the glass until it shatters.
- Use Levitate to float across and pick up the Summon Suicide Droid Talent.
- Drop to the maze floor and exit via the main entry door.

Training Maze (Outside Bay 1)

- Anthony will wait here until you need his help later. Arm yourself for combat.
- Exit the Training Maze.

Lower Level: Central Area

- When you exit the Training Maze, a squad of Aiken's droids attacks. Three are red suicide droids. Quickly! Drop Shield of Illusion (with its 180 points of protection) over you just before they hurl themselves into you!
- Keep moving to avoid the green droid's lasers and nail it with your favorite projectile talent.
- When destroyed, the green droid leaves behind the Laser Beam Talent. Grab it!

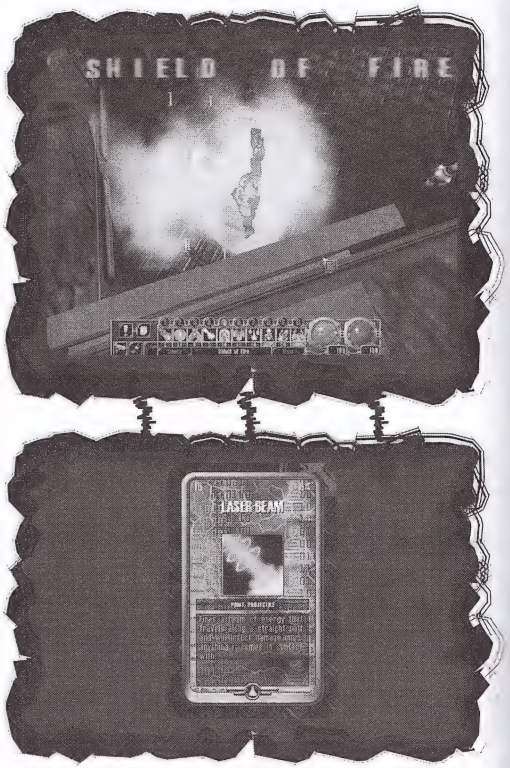


Fig. 3-24. Cain shields himself against the kamikaze attacks of the three red suicide droids. Then he hunts down the last robot, which gives up the Laser Beam Talent.

- After you defeat the droids, find the door marked "Dr. Aiken."
- Enter Dr. Aiken's offices.

Dr. Aiken's Reception Area

Dr. Aiken's secretary is most unhelpful. In fact, she needs some serious motivation to provide assistance. Faceless bureaucrats are so often like that.

- Point your gun at the secretary. She opens Aiken's office door for you and escapes via a side door.
- Enter Dr. Aiken's office.

Dr. Aiken's Office (First Time)

Fig. 3-25. Grab the green access card from Aiken's desk, then examine that yellow paper for a code—4995.

- Cross the room to Dr. Aiken's desk.
- Take the card key from the desk.
- Examine the note on the table. It has a number, 4995. Now what could that be?
- You could check out the secret passage behind one of Aiken's bookcases, but it won't lead far yet. We'll come back to it later.
- Exit Aiken's office and the reception area.

Lower Level: Central Area

- When you exit Aiken's offices, another group of annoying droids appears. All four are suicide droids, so fire up that Shield of Illusion!
- Cross the central area to the Records Room. It's locked.
- Click on the access key pad to the right of the door.

Fig. 3-26. Cain enters the code from Aiken's desk (4995) on the key pad to gain access to the Records Room.

- You need an access code to enter. Try 4995, the number on Aiken's desk. Then click the Enter button.
- Enter the Records Room.

Records Room

Inside, you talk to the Records Room attendant. You learn about an ancient artifact excavated by two professors named Krebspawn and Troy somewhere in the Middle East—an artifact so sensitive in nature that the two men called in Joan Aiken for consultation.

- Cross the room to the two terminals of the Aiken Pharmaceuticals Electronic Database.
- Read all entries in both terminals.

Here's where you get a healthy dose of back story and background info on you, Abel, Priscilla Divine, Adrian Starr, Bobby Jenkins, Ajani Namdu, Elijah Krebspawn, and Garland Troy. Many things will seem clearer after you read these entries.

- Approach the door on the left wall next to the sign that reads "All Personnel Must Be Accompanied By Security."
- If you picked up the green access card earlier from Dr. Aiken's desk, the door automatically opens.
- Enter the room.

Database Room

- Once inside, grab the "C of T" access card from the table. (You don't suppose that stands for "Children of Tomorrow," do you?)
- Go to the terminal and activate the Aiken Pharmaceuticals Electronic Database.
- Read all selections to get more important information. In particular, note the access code for the Children of Tomorrow wing when you select "Administration"—yellow, blue, red, white, green.

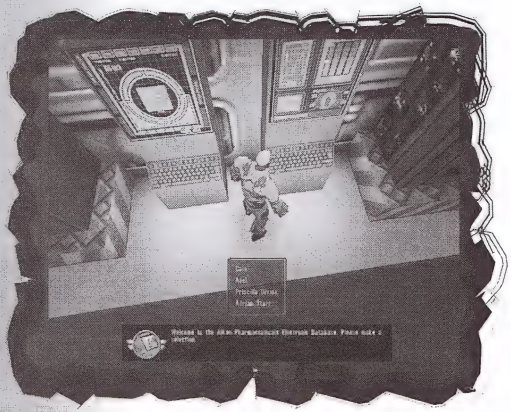


Fig. 3-27. Cain reads through the entries on both terminals of the Aiken database.

- Exit the small room, and then head for the Records Room exit door. You receive a call from Agent Frost. You tell her to find out what she can about Professors Krebspawn and Troy.
- Exit the Records Room.

Lower Level: Central Area

When you step into the central area, guess what appears? Yes, more blasted robots. One is a particularly nasty blue droid, which is the CG-3000 learning attack driod. It learns how to use the Talents it sees used around it, and then uses them against its enemies. As always, keep your distance, keep moving, and try to dodge the bouncing spheres.

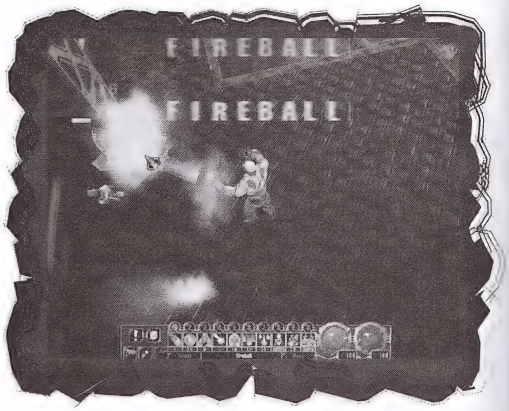


Fig. 3-28. Cain keeps his distance from the green droids that launch Psi-suppressant at him. Dodge the bouncing spheres!

- Destroy all four droids.
- After you defeat the droids, cross the central area and go through the door labeled Children of Tomorrow.

Children of Tomorrow Wing: Entry Station

- Don't go through the laser gate! You must disable it first.
- Go through the yellow-lined doorway and approach the five square buttons on the wall.
- Push the buttons in the sequence given to you by the Aiken Database entry—yellow, blue, red, white, green. This disables the laser gate.

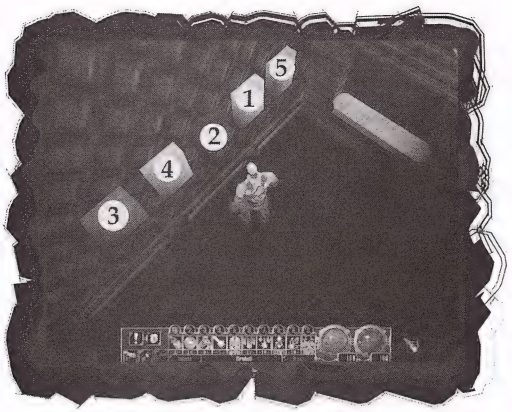


Fig. 3-29. Cain presses the colored wall buttons in the order shown—yellow, blue, red, white, green.

- Go through the now-disabled laser gate and approach the computer terminal on the opposite wall. If you picked up the "C of T" access card back in the Records Room, then you automatically use it to open the next door.
- Don't run into the next room! Instead, stop in the doorway and observe the movement pattern of the searchlights.

Searchlight Rooms

The searchlight sensors in the next two rooms function as intruder alarms. If a light hits you, the doors to that room slam shut, a pair of droids appears, and you must defeat them to proceed. It's always best to avoid combat, if possible.

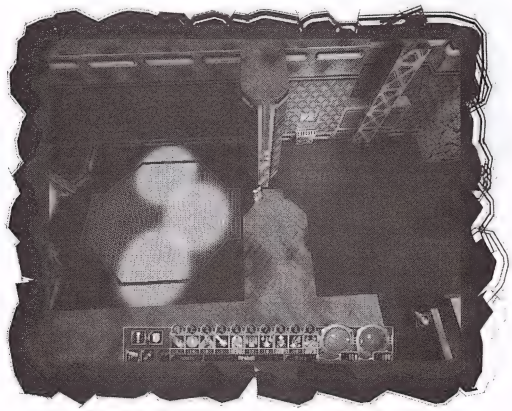


Fig. 3-30. Cain avoids the lights to minimize painful combat with droids.

- First room: As the center searchlight moves away from you, run left or right and work around the outside of the room.
- Stop in the next doorway.
- Second room: When the near searchlight moves right to left across the front of the room, cut behind its movement, veer to the center of the room, stop, then veer left and run through the far door.

Children of Tomorrow Wing: Reception

- Walk up to the receptionist. She asks how she can help you.
- Select, "I'd like to see Manda please." The receptionist opens the door for you, saying "Manda is in the first room on your right."
- Walk through the passage she opens, then enter the first room on the right. You can't put a finger on it, but something about this place seems oddly familiar to you.

Playroom

You enter a large room where four "Children of Tomorrow"—two girls, two boys—are playing. First, the girls engage you in conversation. They mention Bobby, and you learn the boy used to play here, too, but "the doctors took him away for good this time." Why? Because, they say, he's "special."

Then the girls suggest a game they call "Dance the Dolly." Who's the dolly? Guess. The boys join in, and all four kids start knocking you around with Psionic Push blasts.

Fig. 3-31. When the Psionic kids start playing "Dance the Dolly," Cain runs in circles to avoid getting pushed around.

- Run! Best bet: Circle the kids in a wide arc to dodge their Psionic Push blasts.
- After a few second, Manda shows up and stops the other children from attacking you.

Manda tells you what the children have foreseen—that you will prevent "the coming of the great darkness." She insists that you lived here once, too. Then she takes you out into the corridor to show you proof.

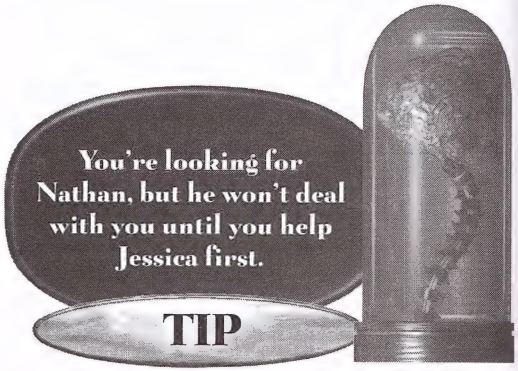
Children of Tomorrow Wing: Corridors

Manda shows you wall drawings labeled "Cain" and "Abel." (See Fig. 3-32.) Manda insists you were born in this facility, and calls you "the very first one—the first gifted child." You ask how you're supposed to stop the coming darkness. Manda says, "By finding mother's artifact before your brother does." If Abel finds it first, all is lost.

Fig. 3-32. Manda shows Cain some child drawings by kids named Cain and Abel.

When you ask where to find this artifact, Manda answers, "Mother will tell you." Sounds like we need to have a little talk with Dr. Joan Aiken. Finally, Manda suggests that a boy named Nathan can help you.

- Once the long conversation is over, follow the corridor to the staircase at the end and go downstairs.
- At the bottom of the stairs, turn left.
- Enter the second room on the right.



Jessica's Room

Fig. 3-33. Jessica wants Cain to get her favorite toy from the next room. How hard can that be?

- A little girl named Jessica turns lights on and off without touching them using the Telekinesis Talent. Talk to Jessica.
- Select, "What do you want me to do?" You agree to help get her favorite toy back.

- Move out of Jessica's way. She exits the room and goes next door to open the room for you.
- Follow Jessica to the next room.

The Letter Tile Room

The floor is a four-by-six grid of tiles; each tile depicts a letter of the alphabet. Some of the tiles are electrically charged and cause serious damage if you step on them. How can you determine which tiles are safe?

- From the doorway, cast the Reveal Talent to illuminate the rows of tiles. The charged tiles flash, and the safe tiles remain unlit.

Fig. 3-34. Cain uses Reveal to make the booby-trapped tiles flash.

- Walk the unlit path to the doll at the far end of the room. You grab the doll.
- Retrace your route over unlit tiles to the doorway.
- Exit the room.

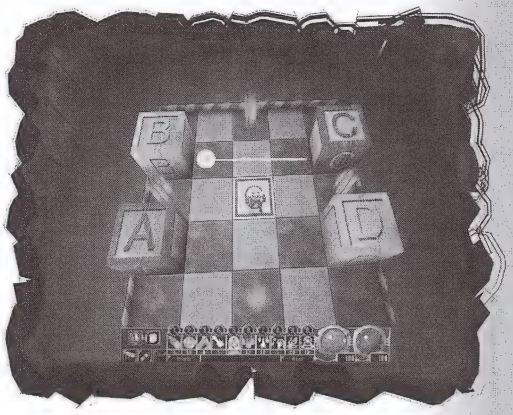
Children of Tomorrow Wing: Corridors

- Talk to Jessica. In gratitude, she gives you the Telekinesis Talent. Sweet!
- Turn right and follow the corridor around two corners, then go through the only door on the left wall.

The Push-Block Room

You enter to find a boy named Nathan frustrated by a large block puzzle. You offer to solve the puzzle in exchange for Nathan's help. To do so you need to arrange the blocks so you can get the blue "C" block onto the blue "C" marker on the floor, then go talk to Nathan again to get him to help you out.

Careful! Four zappers buzz and crackle on the board. Any block that hits a zapper reappears in its original position on the board. If you hit a zapper, you die. If you stand on a square where a block respawns, you die. Here's a nice 12-step solution for the block puzzle:

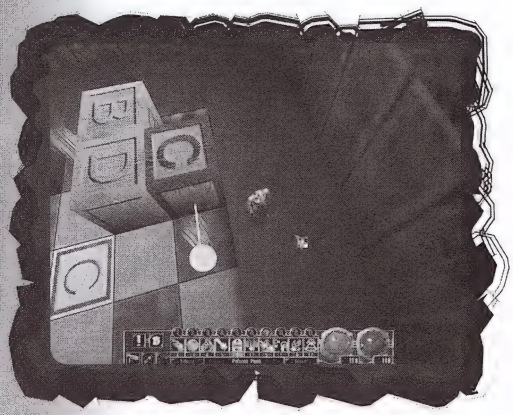


Step 1. Push C against B.

Step 2. Push D against A.

Step 3. Push C to the top of the puzzle.

Step 4. Push D up against C.



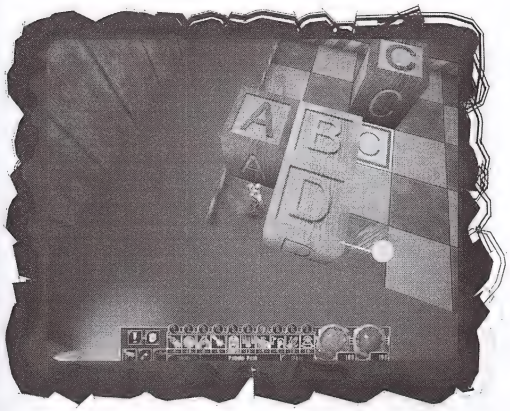
Step 5. Push C to the right into the zapper. The C block respawns in its original location.

Step 6. Push C against D.

Step 7. Push D down to bottom of the puzzle.

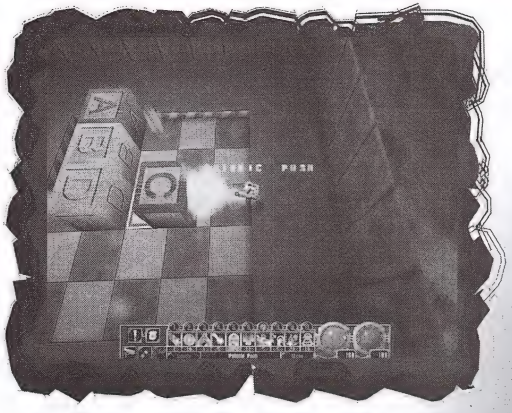
Step 8. Push B against C.

Step 9. Push B down against D.



Step 10. Push D to the right into the zapper. The D block re-spawns in its original location.

Step 11. Push D against B.



Step 12. From outside the puzzle (so Cain doesn't step in the zapper), push C over the center C marker to solve the puzzle.

After solving the puzzle, you talk to Nathan. Nathan guesses you want to talk to Aiken (or "Mother") about the artifact. He says his friend Jarred can help you find her, but gosh, Jarred's in jail. (Psionic Detention, no doubt.) Plus Jarred won't talk to strangers. But then Nathan hands over Jarred's long lost pendant and suggests its delivery might help you gain Jarred's confidence.

- Grab the pendant.
- Exit the Push-Block Puzzle Room.

Children of Tomorrow Wing: Corridors

- Go right and proceed up the stairs.
- Walk through the reception area to the far door...but don't step through yet! (Remember the searchlights?)

Searchlight Rooms

- Again, try to work your way through both of these alarmed rooms without letting the searchlights hit you. If they do, fight off the pair of droids and proceed.
- Once you get through the searchlights, exit the Children of Tomorrow wing into the central area.

Lower Level Corridors

- Fight yet another group of Aiken's robots—two green, one blue.
- Find the Psionic Detention area and enter.

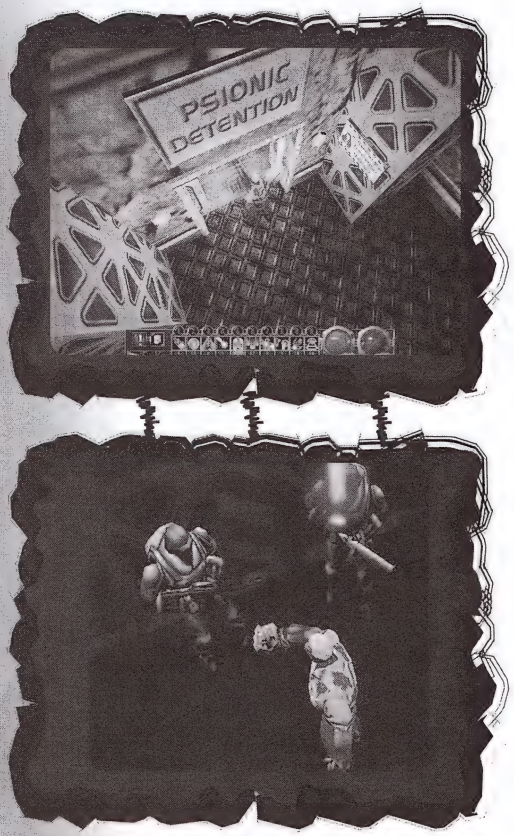


Fig. 3-35. Cain enters the detention wing, then flashes his DNPC badge at the guard on the left.

Psionic Detention: Entry

- Turn right and approach the guards. They tell you that you can't proceed without proper authorization.
- Show the guard on the left your DNPC badge. After a long exchange, the guard finally gives you access to the Detention wing.
- Enter the Detention wing.

Psionic Detention Wing

- Once inside, go forward, take the first right, and follow the passageway to the stairs.
- Go down the stairs and into the first room on the left.
- Pull the lever to open the super security doors.
- Exit the small room and go through the doors you just opened.
- Follow the passage to the right and down the ramp, then go left and follow the path into the jail cell area.

Jail Cells

- Go to Jarred's cell, the third one on the left side.
- Talk to Jarred.

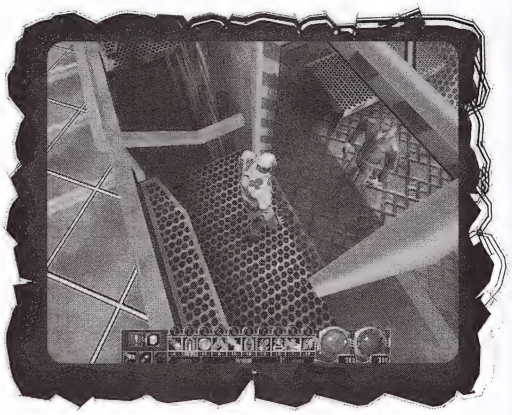


Fig. 3-36. Cain finds Jarred in the third cell on the right.

You return Jarred's pendant. In thanks, Jarred tells you about the elevator in a secret lab behind Aiken's office. Jarred agrees to hand over the elevator's card key if you will help him break out of jail. Jarred opens the box at the end of the ramp and asks you to pull the switch to deactivate the cell doors. Then he describes the escape route once the inevitable lock-down occurs.

- Go to the open box and pull the switch. When Jarred makes his break, the scum across the aisle kills him with a Demonstrike blast.
- There are three hostile inmates you can fight.
- Quickly! Run to grab the card key Jarred leaves behind.
- Quickly! Run into Jarred's cell and hurl a fireball at the back wall. A passage opens.
- Run through the passage!

Fig. 3-37. After Cain grabs the elevator key card, he blasts through the back wall of Jarred's cell and escapes before the guards arrive.

- Follow the passageway to its end at a wall.
- Use Fireball or some other projectile Talent to blow out the wall, opening a new passageway into a control room.
- Enter the control room.

Fig. 3-38. Cain follows Jarred's secret cave to the wall, then blows it open to access a control room.

Control Room (Droid Spawners)

- Go into the newly opened control room and destroy the two green boxes, which are droid spawners.
- Destroy any droids in the room, too.
- Now you can find a secret container.

SPECIAL SECRETS

Secret Container!

- From the blown-out wall, go forward to the end of the room and turn right.
- Use Psionic Push on the last stack of crates against the wall. They slide back, revealing a passage.

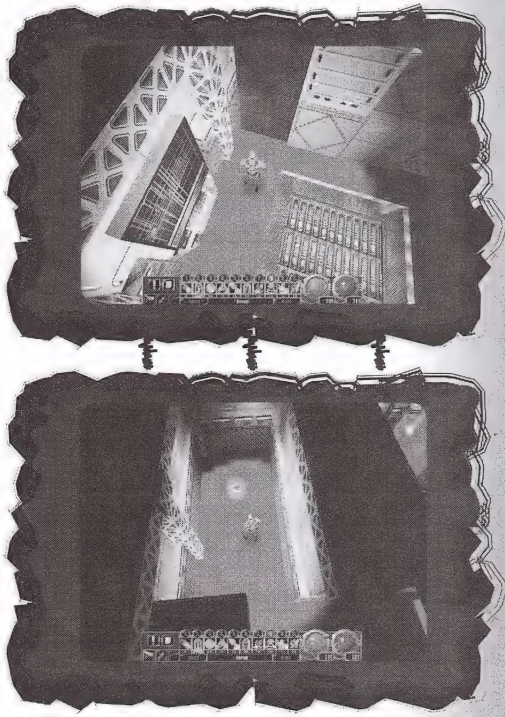
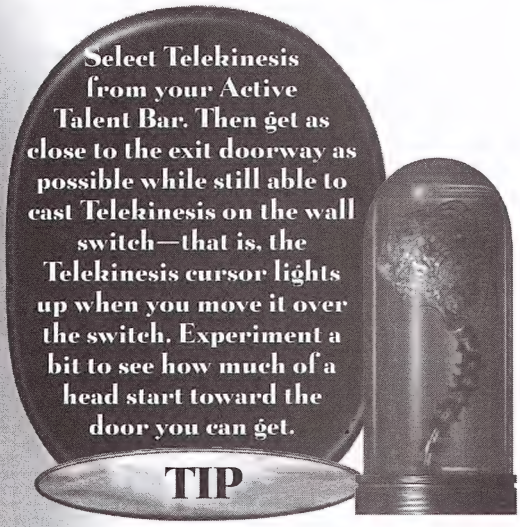


Fig. 3-39. Cain pushes back the stack of dark crates in the corner to open a passage to a Sanity container.

- Go through the passage to grab a Sanity container.
- Exit back into the control room.

Control Room (continued)

- Pull the switch to see the Psionic Detention wing's main door slide open. It stays open only a few seconds, and two searchlights circle along the walkway.


Select Telekinesis from your Active Talent Bar. Then get as close to the exit doorway as possible while still able to cast Telekinesis on the wall switch—that is, the Telekinesis cursor lights up when you move it over the switch. Experiment a bit to see how much of a head start toward the door you can get.
TIP

- Use Telekinesis to flip the switch.
- Select Haste from your Active Talent Bar as soon as you can.
- When you see Cain again, use Haste and sprint for the door! Avoid the searchlights, or the door closes.
- Once you get through the door, return to the central area.

Lower Level: Central Area

- Surprise! More droids to fight. Destroy them.
- Go to the Test Chamber door.

Test Chamber

Bars and locked doors split the Test Chamber in two rooms, front and back. A most useful Talent, Invisibility, spins in a special glass case in the back room. A lever extends from the wall in the back room, too.

- Use Telekinesis to pull the lever on the far right wall. This opens the door to the back room.
- Step onto the striped platform to lift the cover over the Invisibility Talent in the next area.
- Try to run to the Talent case before it closes. No way! (Not even using Haste works.) You say, "Looks like I'm gonna need some help here."
- Exit the area and go back through the Training Maze door to find Anthony waiting. Talk to him to get him to help you.

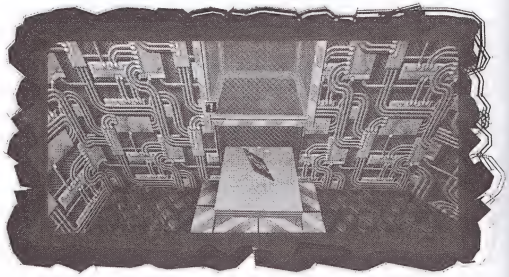


Fig. 3-40. Cain steps on the pressure pad to lift the cover off the Talent in the next room. But not even Haste lets him reach it before it closes again. He needs some help.

Fig. 3-41. Cain gets Anthony to stand on the pressure pad so he can nab the Invisibility Talent.

- Lead Anthony back to the Test Chamber and he stands on the platform for you. The glass case rises above the Talent in the next room.
- Go into the next room and grab the Invisibility Talent. This triggers a set of intruder-detecting searchlights to appear on the floor.
- Cast Invisibility and walk through the searchlights undetected.
- Exit the Test Chamber.

Lower Level: Central Area

- Once again, fight off a group of Aiken's evil droids.
- Return to Dr. Aiken's office.

Dr. Aiken's Office (Second Time)

- Go through the reception area into Aiken's office.
- Examine the far-left bookcase to find a secret passageway.
- Enter the secret passageway.

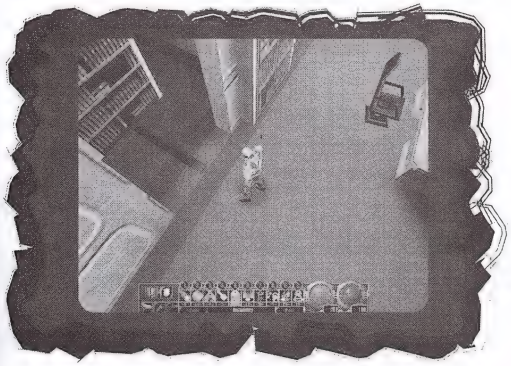


Fig. 3-42. Cain examines this bookcase in Aiken's office to find the secret passage.

Aiken's Passageway

- Go through the door and down the steps to a corridor with a spinning pair of searchlights. Don't step in them! If you do, the doors automatically close and a group of robots spawn in.
- First, go through the door at left and follow the passage up to the receptionist's office. You can score two big power-ups there.
- Return to the searchlight corridor.
- Cast Invisibility and walk through the lights undetected. Ha!

Fig. 3-43. Cain uses Invisibility to sneak past the searchlights in the secret passageway.

- Go through the next doorway and down two flights of stairs.
- Go left past the really busy scientists and follow the corridor to a small elevator.
- Stand on the elevator and activate (examine) the key pad to ride down to the lab below.

Project SSA Lab

You talk to a pair of scientists. They're working on Project SSA, or Super Serum for Adults. Bobby Jenkins, it turns out, is living proof that Aiken's new Psionic serum has no effect on Sanity if injected in utero. These scientists face the challenge of creating a version that can be administered to adults, as well.

- When the conversation is over, cross the room and step on the striped pressure plate. This deactivates a force field in the next doorway ahead. Unfortunately, it also activates a set of intruder-sensing searchlights that scan the hallway below.
- Continue down the stairs. If you step into the searchlights, they shut down—but this also reactivates the force field in the doorway ahead. (If this happens, go back up the stairs and step on the pressure plate again.)
- Use the Invisibility Talent to sneak undetected past the searchlights.
- Go through the door and stand on the lift. This ends the level.

Level 11: Joan Aiken (Boss Level)

This level opens in front of the massive door leading into Aiken's personal laboratory. This is a boss level, but you face some minor confrontations along the way to the meeting with your "maker."

Fig. 3-44. Don't expect a warning from anyone on this level. Enemies will shoot first, ask questions later.

Serum Troughs

Three killer droids patrol this area. Two are blue droids, the nasty kind that fire Psi-suppressant spheres. To open the exit door at the far right side of the room, you must destroy all three droids.

- From the level's starting point, go forward and destroy the three droids.
- Exit through the door on the far right side.

Psionic Mutant Containers

This room features a grid of red energy beams linking nine glass containers. Each container holds a Psionic mutant creature. Careful! If you touch any of the energy beams, you die.

- Destroy the nearest container. One of the red energy beams shorts out. This frees the mutant inside, which fires Laser Beam and Binary Grid blasts at you. It also has the Shield Break Talent.
- Kill the ugly creature.

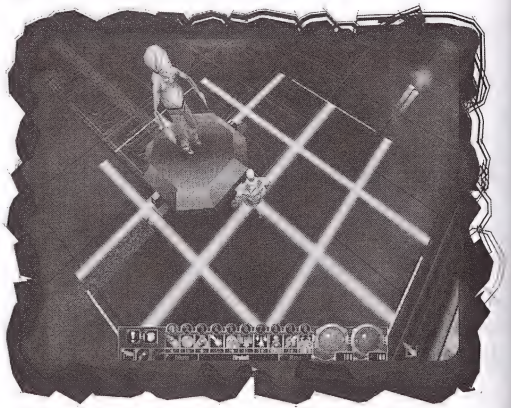


Fig. 3-45. Cain shouldn't let the Psionic mutants catch him in their Binary Grid area blast. He wastes all nine big-heads with projectiles from a distance.

Fortunately, the Psionic mutants are rooted to their platforms and can't move. So hurl a powerful projectile at them from a distance. They can't dodge it—and keep moving to avoid their Laser Beam projectiles and Binary Grid area blasts. It's easier if you break the containers one at a time.

TIP

- Blast each of the containers to short out various beams of the grid, and then kill the mutants inside.
- Work your way around the room, blasting containers and turning off enough red energy beams to create a route to the far side.
- Exit this room. Agent Frost calls.

Frost has the blueprints of the building, and will try to find an escape route "in case something goes wrong." Hey, what could go wrong?

Giant Brain Vats

Giant brains in vats. Cool! But a trio of guards on the far right side of the room will "drop" you instantly if you wander in their direction. Avoid the right side of the room.

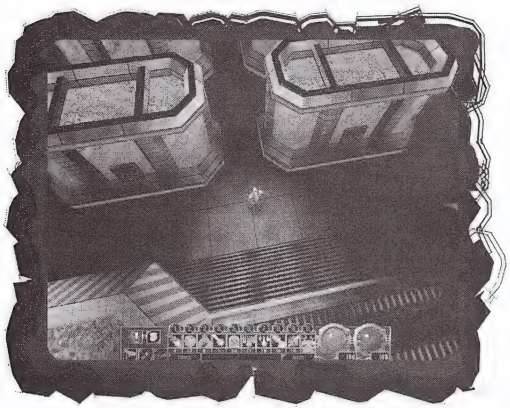


Fig. 3-46. Cain goes straight up the center aisle between the brain vats.

- Go straight up the center aisle between the vats.
- At the end of the row, turn right and step forward. You spot a big feeder pipe labeled "Flammable." Hmmm.
- Blow up the pipe. This distracts the guards at Dr. Aiken's door.

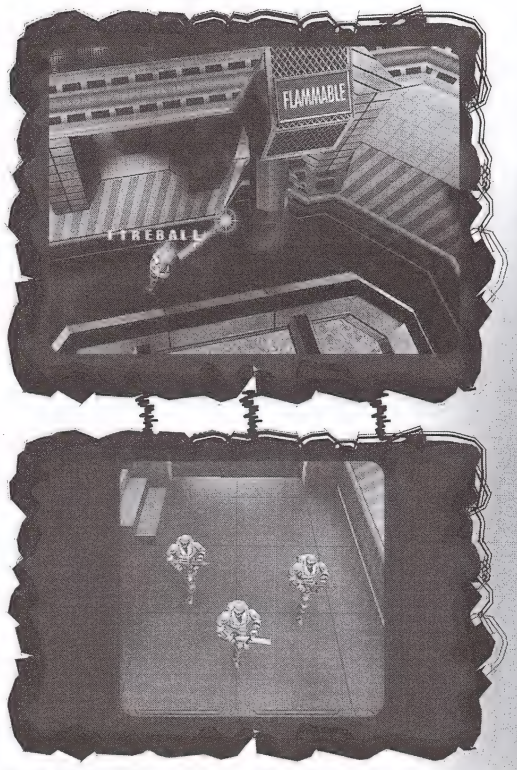


Fig. 3-47. Cain slings a couple of fireballs into the pipe below the Flammable sign to distract the three guards.

- Wait for the guards to start walking toward the explosion, then go in the opposite direction until you come to the wall.
- Follow the wall as it curves left, then turn left again at the second intersection.
- Run all the way past the vats to where the guards were originally posted.
- Go through two sets of doors until you reach Dr. Aiken.

Joan Aiken

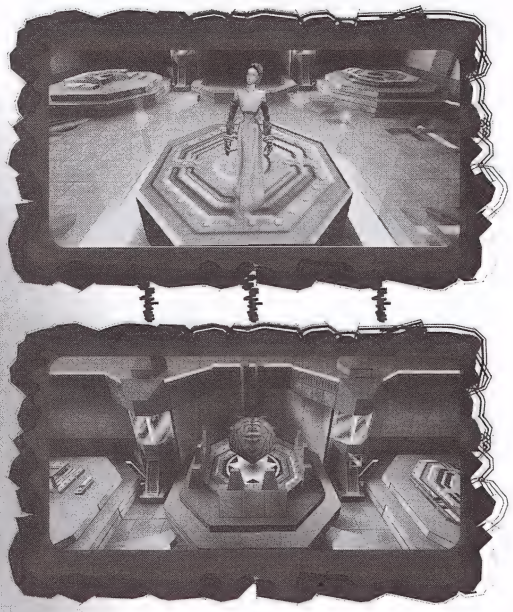


Fig. 3-48. Hi, Joan! Nice brain you've got there. Say, where's that artifact?

Finally, you confront Dr. Joan Aiken. You demand the artifact, but she says Professor Krebspawn took it long ago and she hasn't seen it since. After a sharp exchange about Aiken's plans for a "perfect society," you demand the good doctor come with you to DNPC Headquarters. But she demurs, instead showing you her newest creation, the Brain Circuit, which has the ability to transfer power from a reanimated human brain. Then she summons a few creatures from Priscilla Divine's mind. That's right—more Anubis guards!

Once the battle starts, Aiken drops a shield around herself as well as the large reanimated brain in the back of the room. This fight has two separate stages. In Stage 1, you fight creatures summoned by Aiken. In Stage 2, you fight Aiken herself.

TIPS FROM THE TESTERS

How to Fight Joan Aiken

By Francis Choi, Fox Tester

Stage 1: Fighting Aiken's Anubis goons is like fighting Priscilla Divine's Captain of the Guards; keep moving and toss Fan of Blades (with its three-pronged assault) at the bunched dog boys. Use the Sanity and Health power-ups conservatively because the guards get re-spawned a few times.

Stage 2: Stay close to Aiken and keep using Fan of Blades to keep her from summoning any more enemies and from cloning too much.

Stage 1

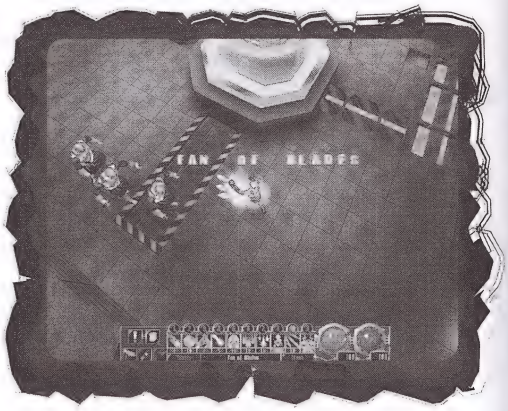


Fig. 3-49. The Fox testers highly recommend the use of Fan of Blades, with its nice spread and 30-point damage, against bunched Anubis guards.

- Destroy the first three Anubis guards. All three are tough, purple-robed Captains who use Shield of Sun and Heal, plus the deadly Mummy's Revenge and Sand Pit to slow you down. (For combat tactics, see the Tips from the Testers section on this page.)
- When the third guard dies, the reanimated brain's shield goes down for a moment. Immediately blast the brain with projectile hits until the shield reappears and Aiken summons more enemies.

Fig. 3-50. Cain slams projectiles into the brain after he finishes off each wave of Anubis guards. Cain repeats this cycle until the brain is destroyed.

- Repeat this cycle three more times—kill three Anubis guards, then blast the brain when the shield goes down. Repeat this cycle until the brain is destroyed.
- After the brain blows, Aiken drops her shield and leaves her platform to fight you, one on one.

Stage 2

Aiken descends a staircase and drops the first bombshell on you: Abel is not your foster brother, but your actual genetic brother—in fact, you are the first genetically engineered Psionic beings. Then Dr. Aiken attacks with her advanced Talents. Her repertoire includes Laser Beam and Clone; but the worst is her Summon Suicide Drone Talent, which spawns those pesky droids we've all grown to hate so much.

- Hit Aiken as hard and fast as you can with projectile Talent blasts. (Again, Fox testers recommend Fan of Blades.) This keeps her from summoning droids.
- After Aiken takes a certain amount of damage, she calls in a squad of green-clad security guards—and an exit door opens on the right side of the room. Thank you, Agent Frost!

Fig. 3-51. Cain hits Aiken and her clones until she calls in security.

- When the guards arrive, you automatically run out the door. "This isn't over, Aiken!"

Exit Corridors

- Activate the access switch on the right just beyond the doorway. This opens two small rooms full of goodies up the hall.
- Go into the room at right to grab the Mummy's Revenge Talent, the Binary Grid Talent, and a Health container.

Fig. 3-52. What a nice haul! Cain finds these four Talents in two side rooms, plus containers of Health and Sanity.

- Cross the hall to the opposite room and nab the Clone Talent, the Shield Break Talent, and a Sanity serum container. This is your lucky day!
- Exit through the door at the end of the short hall, turn left, and walk up the long hall.

You receive a call from Agent Frost, who gives you directions out of the building. Pay close attention!

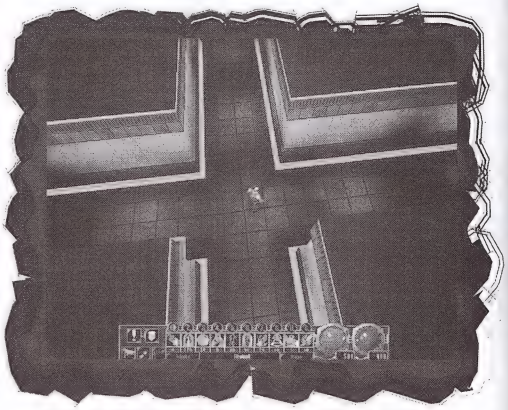


Fig. 3-53. Cain turns right at the first junction, runs through the next junction, then turns left at the following one.

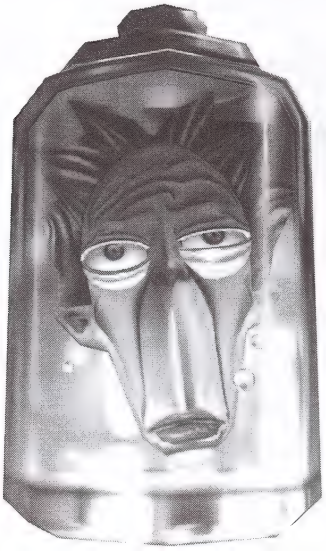
- Run down the hallway to the first junction, then turn right.
- Follow the hall straight through the next junction.

Frost calls again and reports that she's tracked down Krebspawn, who changed his name to Thomas Ellard and now teaches archaeology at nearby Price University. you decide to pay the good professor a visit.

- Continue to the second junction and go left.
- Follow the corridor and go through the door to exit the level.

Chapter 4: Elijah Krebspawn

If demonology is your thing, this is your chapter. If not—well, it's still a pretty cool chapter. Elijah Krebspawn (AKA Thomas Ellard) dwells in the Dean's house at Price University. His sprawling mansion holds a few secrets aboveground, but its true nature lies below. After a long talk with the elderly Krebspawn, you end up in a place reserved for nightmares. Prepare yourself for cackling Devils, winged Demons, and some of the most mind-wracking puzzles you'll ever face.



Level 12: Professor Krebspawn's House

You arrive in front of Professor Krebspawn's house with plenty of questions. What is this ancient artifact? Why is it so central to Psionic power? Where is it? And why would Abel's acquisition of the mysterious item be so disastrous?

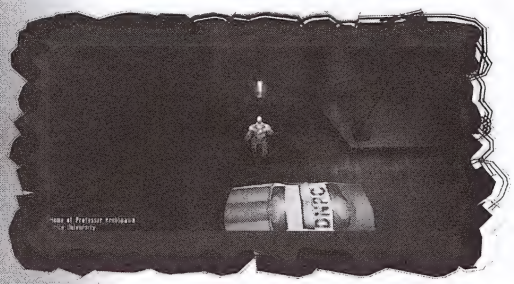


Fig. 4-1. Agent Cain arrives at Professor Krebspawn's residence at Price University.

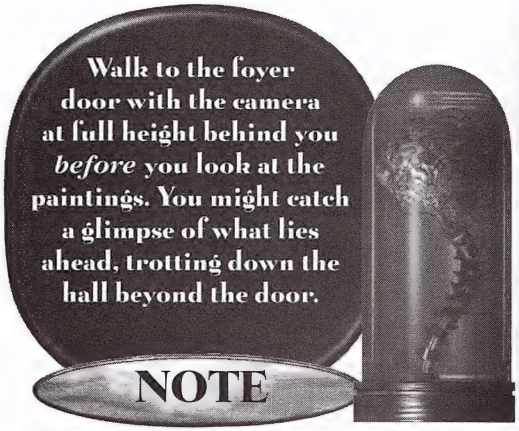
Krebspawn's House: Front Door

- Walk up the steps to the front door. Agent Frost calls with more background on Krebspawn. His specialty: Ancient pagan civilizations. She's also picking up very large Psionic readings from the house.
- Click on the doorbell (the red box to the right of the doors). The butler answers the door, rebuffs you, and then leaves.

Fig. 4-2. Cain must ring the doorbell three times and then mention Elijah Krebspawn's real name before gaining entrance.

- Ring the doorbell again. The butler answers the door, rebuffs you again, and leaves. Isn't this fun?
- Ring the doorbell one more time. When the butler answers, select the second response: "Tell the professor that I'm here to talk about Elijah Krebspawn." He admits you to the foyer.

Foyer


Walk to the foyer door with the camera at full height behind you *before* you look at the paintings. You might catch a glimpse of what lies ahead, trotting down the hall beyond the door.
NOTE

- Examine both of the large demonology paintings on the foyer walls. As you say, "This guy definitely has issues with organized religion."
- Walk up to the foyer doors. Krebspawn appears and greets you.
- After the brief exchange, follow Krebspawn to his first stop. He turns and talks to you.
- After another brief exchange, follow Krebspawn again. (Or not. See the Secret Talents section that follows.)

Fig. 4-3. Cain keeps following Krebspawn. He engages in a running conversation as he escorts Cain through the huge mansion. (Exception: See the Secret Talents section.)

SPECIAL SECRETS

Secret Talents!

You can find not one, but two new Talents hidden near the entry area of Krebspawn's house. When Krebspawn walks down the hallway after the second conversation, don't follow him!

- Instead, walk in the opposite direction and enter the library.
- Turn left as you enter the library and walk toward the ladder.
- Find the book sticking out of the bookcase just to the left of the ladder.
- Click on the book. Hear that? You triggered something just outside the library.

Fig. 4-4. Cain pushes in that protruding book (circled here) to open a secret alcove just outside the library.

- Walk out of the library and turn right. Aha! A secret alcove opened up.
- Walk up and acquire the Inferno Glyph Talent.

Should we return to Krebspawn now? No way. Not when you can snoop and make him wait.

- Walk back to the center room between the library and the hallway where Krebspawn waits.
- Face the doors to the foyer. See the plants on either side?

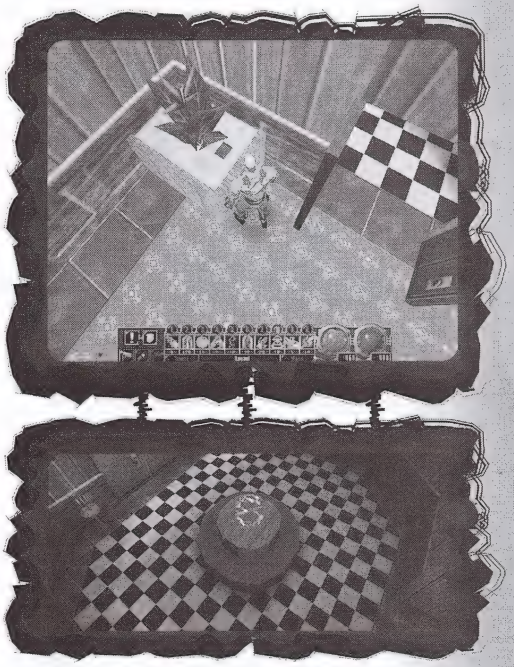


Fig. 4-5. Cain pushes this button by the foyer doors to uncover the Star Shower Glyph in the foyer.

- Find the button in the plant holder on the left.
- Push it to see a Talent rise up from the bench in the foyer.
- Walk into the foyer and acquire the Star Shower Glyph Talent.
- Now you can return to Krebspawn in the hallway.

Hallways

Krebspawn waits patiently in the corridor as you ransack his house for secrets. What a great guy! As you move toward him, check out those paintings on the wall. Do you sense a pattern emerging?

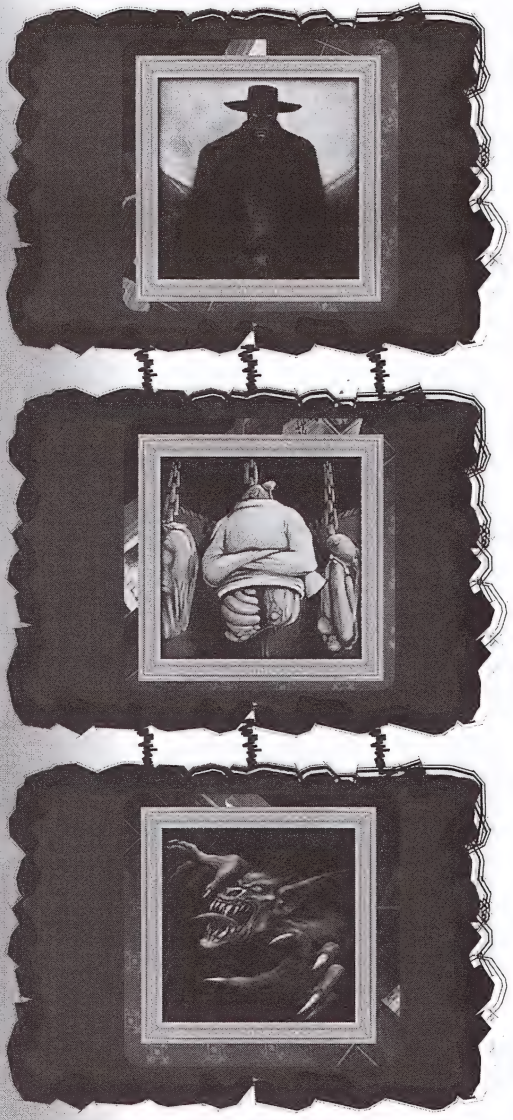


Fig. 4-6. Krebspawn's choice of art reveals a delicate, finely tuned, sensitive soul.

- Approach Krebspawn to trigger another short dialogue exchange. And off he goes again.
- Keep following the fellow through the massive house. Every time the professor stops, approach him to trigger another exchange and obtain relevant story information about the artifact (which Krebspawn calls "the single greatest find in the history of this world") and his relationship to Dr. Aiken.
- On the way, check out the piano in the room with the black-and-white tiled floor. It's playable. Remember this for later.

Fig. 4-7. As Cain follows the professor through the mansion, he notes this piano in the large, tiled room. He'll return to it shortly.

Display Room

Eventually, Krebspawn leads you into a room full of long display cases. Then the professor receives an urgent phone call from the Dean and asks you to stay here until he returns.

- Walk down toward the far end of the room.
- Go through the small hallway to the next room.

Totem Paintings Puzzle

This room features a glass display case containing the Fists of Lightning Talent. Eight totem insignia paintings hang on the wall, each with an open curtain draping it. On one end of the room sits a podium with a piece of parchment on it.

- Approach the parchment on the podium.
- Examine the parchment for a close-up.

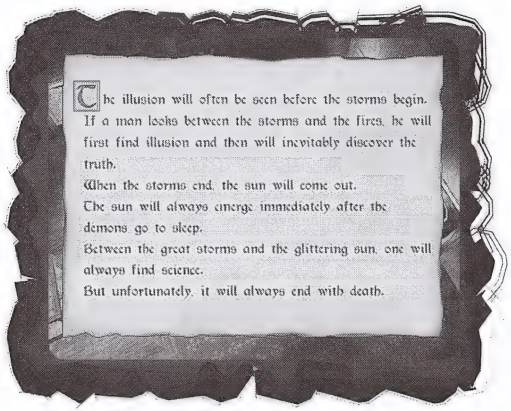
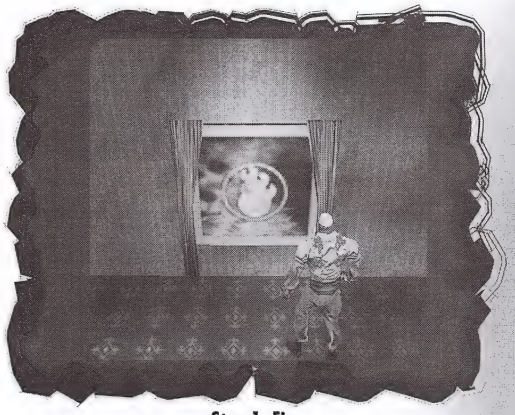

The illusion will often be seen before the storms begin.
If a man looks between the storms and the fires, he will first find illusion and then will inevitably discover the truth.
When the storms end, the sun will come out.
The sun will always emerge immediately after the demons go to sleep.
Between the great storms and the glittering sun, one will always find science.
But unfortunately, it will always end with death.

Fig. 4-8. Cain reads the parchment verse for clues to solving the Totem paintings puzzle.

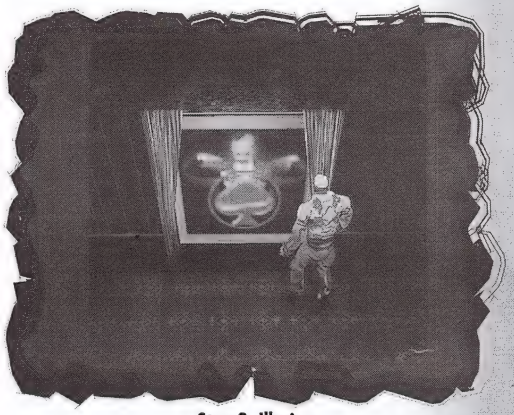
This verse is a clue for this room's puzzle. The idea is to pull the curtains over the paintings in the correct order. It's easy to solve if you take it step by step. We'll capitalize the names of the totems mentioned.

1. First, read the opening line: "The ILLUSION will often be seen before the STORMS begin." This gives us the order of two totems: Illusion, Storm.
2. The second sentence reads: "If a man looks between the STORMS and the FIRES, he will first find ILLUSION and then will inevitably discover the TRUTH." So now we have: Fire, Illusion, Truth, Storm.
3. The third sentence reads: "When the STORMS end, the SUN will come out." That means we have: Fire, Illusion, Truth, Storm, Sun.
4. The fourth sentence reads: "The SUN will always emerge immediately after the DEMONS go to sleep." Thus: Fire, Illusion, Truth, Storm, Demonology, Sun.
5. The fifth sentence reads: "Between the great STORMS and the glittering SUN, one will always find SCIENCE." Thus: Fire, Illusion, Truth, Storm, Science, Demonology, Sun.
6. The sixth sentence reads: "But unfortunately, it will always end with DEATH." Guess where death goes?

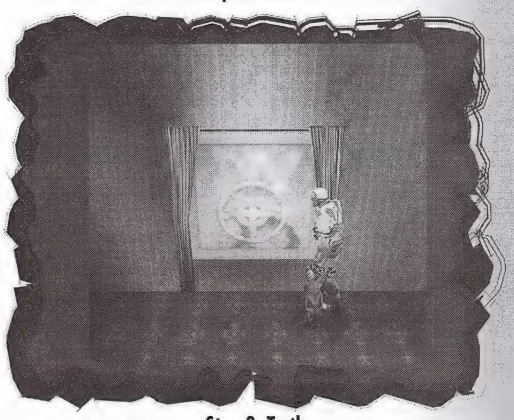
- Click on the paintings in the following order:



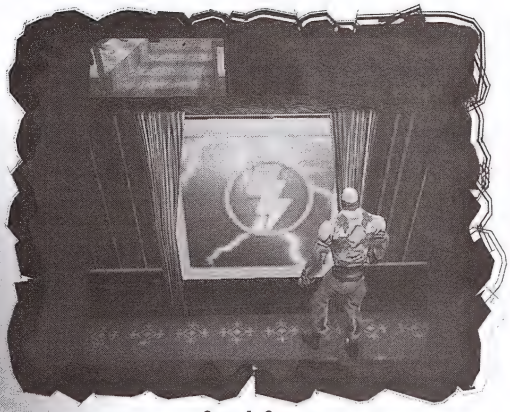
Step 1. Fire



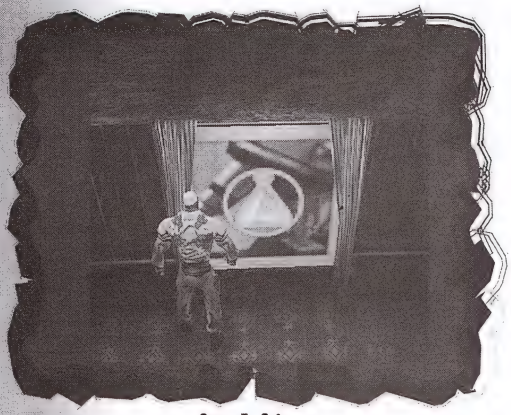
Step 2. Illusion



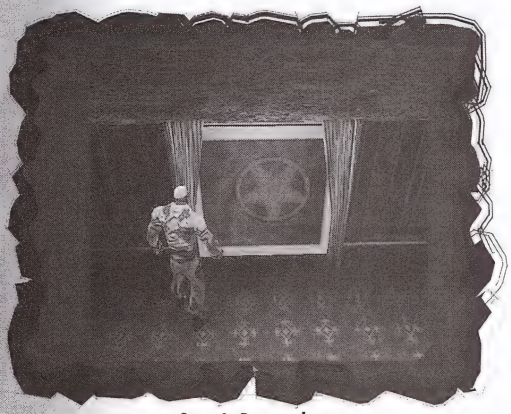
Step 3. Truth



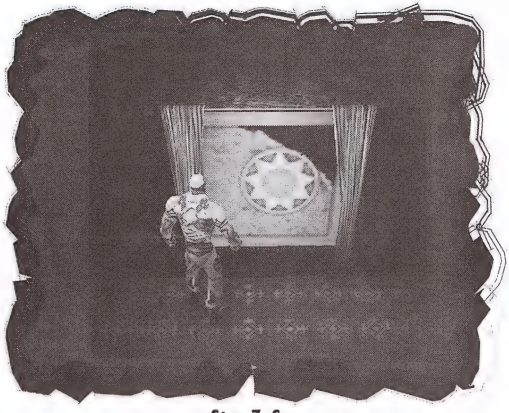
Step 4. Storm



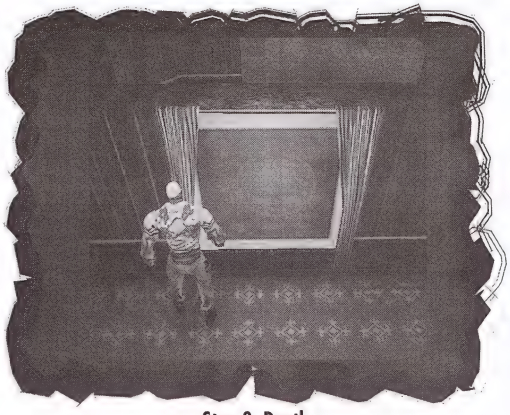
Step 5. Science



Step 6. Demonology



Step 7. Sun



Step 8. Death

- After you solve the puzzle, the case lifts off the Talent in the center of the room. Walk over and acquire the Fists of Lightning Talent.
- Exit the room and return to the main display room.

Display Room

Krebspawn automatically reenters and asks you to follow him to continue your talk. Once again, let's be incredibly rude and ignore him for a moment to find yet another secret item.

Secret Container!

- Go to the podium in the far corner of the display room—the one that holds a bust and a piece of sheet music.
- Examine the sheet music for a close-up. (See Figure 4-9.)

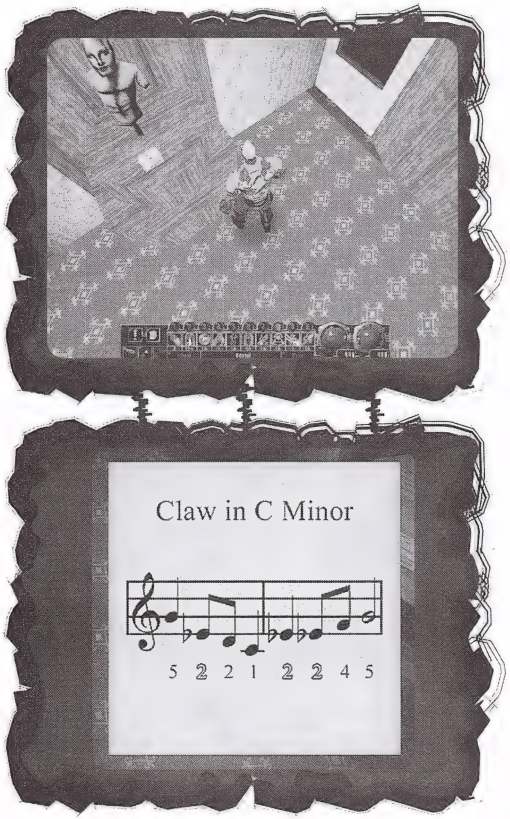



Fig. 4-9. Cain finds the podium with the bust and sheet music, and then examines the music. Looks like an interesting piece.

This piece of music, "Claw in C Minor," is the solution to a piano puzzle. In order, the notes are G, E-flat, D, C, E-flat, E-flat, F, G. Musicians will recognize four eighth notes and a half-note, too.

- Exit the room through the doors (now open) from which Krebspawn just entered.
- Work your way back to the piano—that is, backtrack through the house until you enter the large drawing room with the piano in the corner.
- Play the "Claw in C Minor" piece on the piano. For the musically impaired, see Figure 4-10 for the order of play.

The quarter notes (the first, fourth, and fifth notes) get one beat each. The eighth notes (the second, third, sixth, and seventh notes) each get half a beat. Be sure to hold down the mouse button on the very last note, the G—it's a half-note that gets two full beats.

So the rhythm goes like this:

Measure 1: Long, short-short, long

Measure 2: Long, short-short, long (and hold).

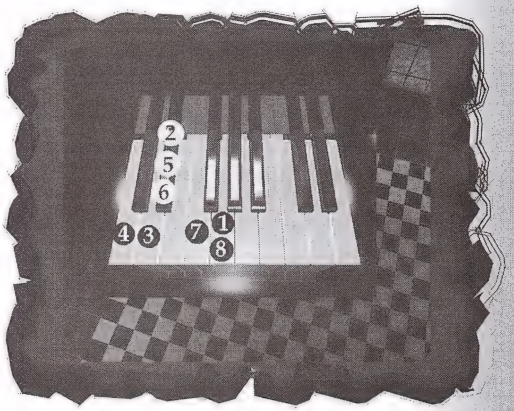


Fig. 4-10. Cain plays the piano keys in the order indicated.

- When you play the piece correctly, a Health container rises up from the floor. Walk over and acquire the item.
- Go all the way back to the display room where Krebspawn waits and approach him to trigger another dialogue exchange.

Passage to Exterior

- Follow Krebspawn down a torch-lit passage for another snippet of conversation. The professor reveals more about the artifact, saying it instantly became the cornerstone for all of Dr. Aiken's research on the human brain.
- Keep following Krebspawn. After several more exchanges, he finally admits he has the artifact. But he won't give it to you.
- Follow the old guy until he stops on a terrace with no windows.

You get tough, Krebspawn gets agitated... and down you go through a trap door. This ends the level.

Level 13: Catacombs

Fig. 4-11. Cain pushes Krebspawn just a little too hard...and gets a quick trip to the Catacombs.

This level is divided into four areas radiating out from the large circular room where you start. We'll call this circular room the Pentagram Room. Each of the four areas is identified with a particular floor symbol; we'll refer to these areas as the North, South, East, and West areas, assuming that the direction you face at the beginning of the level is north.

We'll start by going south, but you can do the South, East, and West areas in any order. The North area, however, must be completed last.

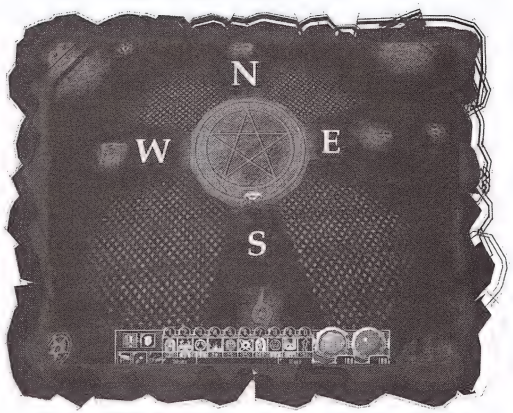


Fig. 4-12. Here's an overview of the Pentagram Room with the directions we'll use in this walkthrough. Note the floor symbols associated with each direction. Close-ups are shown below as you need them.

Pentagram Room

- Find the south floor symbol shown in Figure 4-13.
- Go through the passage beyond that symbol.

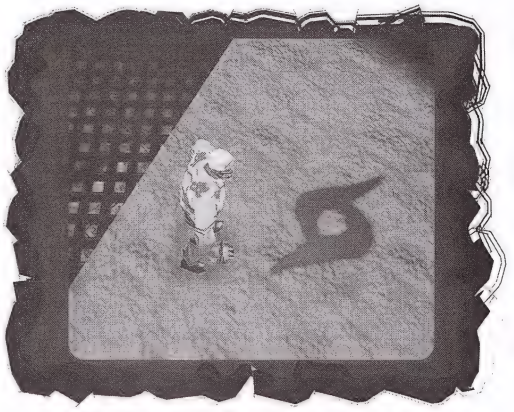


Fig. 4-13. The passage behind this symbol leads to the South area.

TIP

We recommend that you activate the Laser Beam Talent in the Catacombs. Powerful *and* precise, it inflicts 64 hit points of damage and is fast-moving enough to hit the quick, darting Devils and Winged Demons. The Laser Beam's only drawback is a lack of splash damage. However, most of the enemies in the Catacombs roam and patrol alone, so splash damage doesn't come into play.

Other tips: Use Fan of Blades for splash damage against enemy pairs. Use Binary Grid for area attacks against multiple enemies. And keep Shield Break ready for use against the red Winged Demons, which can deploy the Shield of Demonology Talent.

South Area

- Follow the passage down. Agent Frost calls and says you're on your own this time.
- Continue down the passage to the elevator. (Watch out for a Winged Demon on the way.)

Fig. 4-14. The first Demon Cain meets is a Winged Demon tossing Sphere of the Demon, interestingly described as "an orb of pure evil."

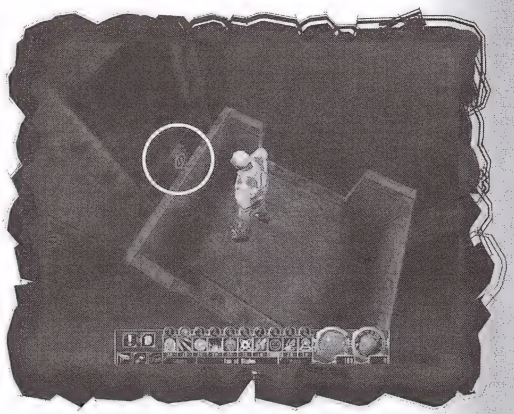


Fig. 4-15. Cain clicks the red button (circled here) to ride the elevator.

- Click on the small red button to activate the elevator. you ride the elevator up a level.
- Step off the elevator and go to your right, then take the first left to find a prisoner.
- Click through the conversation, asking, "Who are you and why are you here?"

The poor fellow is an assistant of Professor Ellard (Krebspawn) who made the mistake of stumbling upon a device that transported him to an area Krebspawn called "the sacred resting place"—home of the mysterious artifact, or so you guess. The assistant wants out of the dungeon, naturally, and points out the set of four levers at the end of the passage. Your task: Find out how to operate the levers correctly.

- Go back to the elevator and continue around the other side. Watch out for nimble, giggling blue Devils using Demonic Rift, a circular wave of destruction similar to Inferno that damages anything in its radius.
- Follow the catwalk out to the platform over the lava lake. You should see a podium covered with strange symbols in the platform's center.
- Click on the podium for a close-up of the symbols.

See any patterns? Okay, here's a starter hint. There are four switches back near the dungeon cells. There are four horizontal rows of symbols. What, you want more? Okay—some symbols are red, and some are black. How many symbols of each color are in each horizontal row? If you count red symbols across, it goes (top to bottom) 3, 1, 4, 2. Does that look like a possible switch sequence?

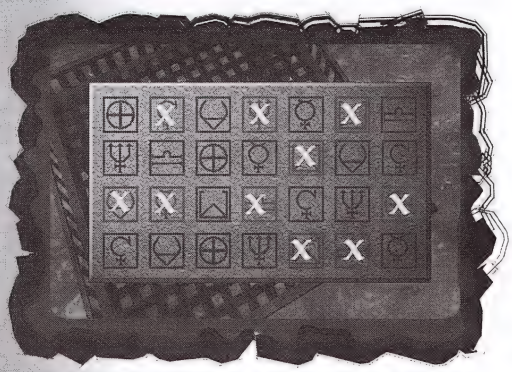


Fig. 4-16. Cain counts the red symbols in each horizontal row to determine the pull sequence of the four switches—3, 1, 4, 2.

- Go back past the dungeon cells to the four switches.
- Click on the switches in the following order, from left to right: 3, 1, 4, 2. This opens the cells, freeing the prisoner. You decide it's best to split up.

Fig. 4-17. Cain pulls the switches in this order to liberate the prisoner.

- Go through any of the cells and enter the large room behind the cells. The gates slam shut behind you and two Winged Demons teleport in.
- Destroy the Demons with Laser Beam blasts to re-open the gates.

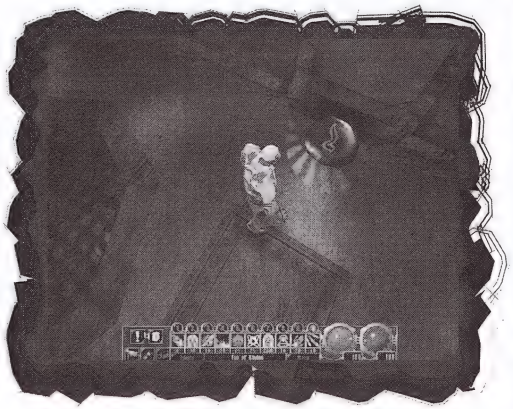


Fig. 4-18. This "strange little stone" is the first of four Demon Stones Cain must gather.

A black stone with a red symbol sits on the ground across the room. This is one of four Demon Stones you must find and return to the Pentagram Room. Note that its symbol matches the one on the floor of the Pentagram Room (as seen in Figure 4-13) that marks the passage to this area.

- Take the stone.
- Return to the elevator, press the button to ride down, and follow the passage back to the Pentagram Room.

Pentagram Room

You automatically place the first Demon Stone in the proper place on the center pentagram.

- Find the west floor symbol shown in Figure 4-19.
- Go through the passage beyond that symbol.

Fig. 4-19. The passage behind this symbol leads to the West area.

West Area

- Follow the long, long passage past a red waterfall until you find another Demon Stone. Again, note that its red symbol matches the one on the Pentagram Room floor marking the passage to this area.
- Take the Demon Stone. Boy, that was easy!

Oops, too easy. Three Devils suddenly spawn in—one blue Devil using Demonic Rift, and two red Devils planting Demonstrike Glyphs everywhere. Not only that, but the gate slams shut behind you. No escape!

Fig. 4-20. Here's the second Demon Stone. The moment Cain takes it, all hell breaks loose.

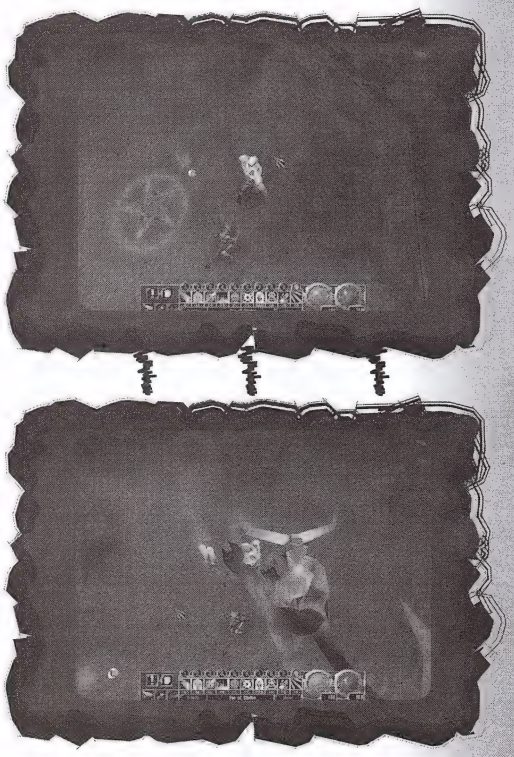


Fig. 4-21. Red Devils plant Demonstrike Glyphs—red pentagrams that soon disappear but remain active—on the floor. When Cain steps on one, a hellish demon rises up to pound a blast radius.

- Destroy all three Devils to reopen the gate.
- Head back toward the Pentagram Room. On the way, you encounter another Devil and a Winged Demon in a small area. Again, gates shut, locking you in until you can kill the creatures.
- After you kill these two enemies, continue back to the Pentagram Room.

Pentagram Room

You automatically place the second Demon Stone in the proper place on the center pentagram.

- Find the east floor symbol shown in Figure 4-22.
- Go through the passage beyond that symbol.

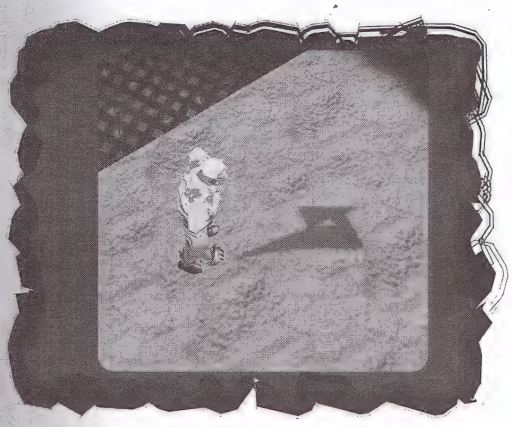


Fig. 4-22. The passage behind this symbol leads to the East area.

East Area

- Proceed down the passages until you reach the fire spout hallway. Save your game here.
- Observe the spouts, then time your run past them to minimize fire damage. (You can use Haste for a quick sprint.)

Fig. 4-23. Moving fast greatly reduces Cain's risk of death.

- Proceed to the second fire spout hallway and repeat the process. Again, watch for a moment before you move through.
- Follow the passage up into the spinning platform puzzle room.

Spinning Platform Puzzle

- Walk straight ahead between the two curving staircases to the switch on the platform.
- Flip the switch to open the large doors at the other end of the room. Aha! There's the Demon Stone.
- Turn around, walk off the switch platform, then turn left and climb the staircase. You reach a balcony with four dungeon cells. A blue Devil is incarcerated in one cell, and a green Winged Demon in another.
- Find the switch on the wall just after the second cell.

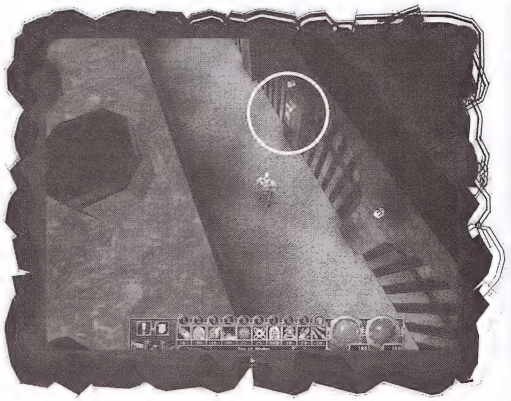


Fig. 4-24. Cain flips the switch (circled here) on the wall to open the dungeon cells on this balcony.

- Flip the switch. This opens all four dungeon cells on this side of the room.
- Defeat the two creatures.
- Enter each of the four cells and throw the switch on the back wall. Each switch raises a walkway connecting the spinning discs.

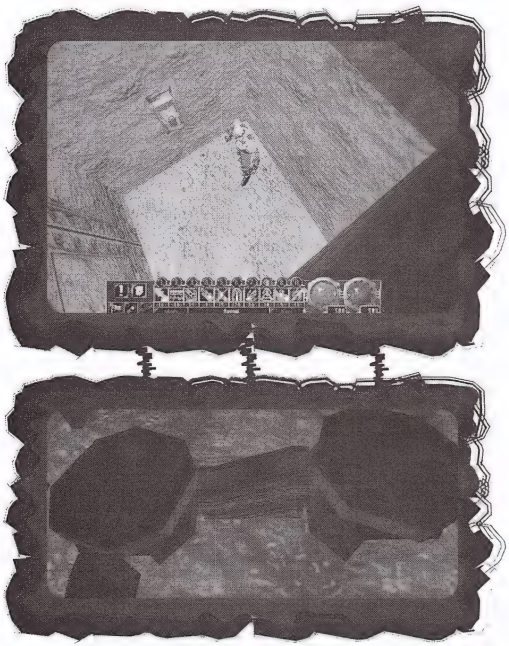


Fig. 4-25. Cain filps the switch on the back wall of each cell to raise walkways between the spinning platforms. Then he repeats this process on the opposite balcony.

- After you complete this side, go back downstairs.
- Head up the other staircase to repeat the switch process on the other balcony.
- Again, flip the wall switch just past the second cell to open the cells. Destroy the two inmates (another blue Devil and green Winged Demon), and then throw the switch at the back of each cell (total of four).
- Once all of the switches are flipped, come back down the stairs.
- Advice: Save your game regularly as you cross the walkways and spinning platforms to the other side of the room.

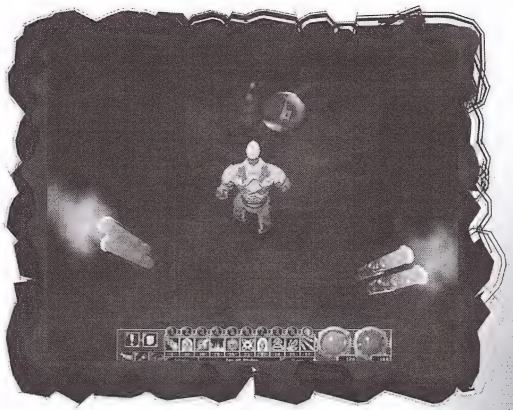


Fig. 4-26. The Demon Stone—plus 200 Sanity and 200 Health. I love these Catacombs!

- Enter the small room and acquire the Demon Stone. Other goodies are stashed here, too.
- Carefully walk the walkways and platforms (no longer spinning) across the lava lake.

SPECIAL SECRETS

Secret Talent!

- After you make your return trip across the lava lake, walk straight to the wall and turn left into a dark section of the hallway.
- When you reach the small gate blocking the passage, use Reveal to see a door on the left wall.

Fig. 4-27. Cain uses Reveal in this hallway (just past the spinning platforms room) to reveal a door. Then he pushes the door to find a new Talent.

- Walk up to the door and it automatically opens, revealing a small room with a Talent inside.
- Enter the room and acquire the Summon Fire Efreet Talent. This one's a blast.
- Exit the room and return to the Pentagram Room.

Pentagram Room

You automatically place the third Demon Stone in the proper place on the center pentagram.

Fig. 4-28. Now Cain's got three stones in place on the pentagram. Just two more to go.

- Find the north floor symbol shown in Figure 4-29.
- Go through the passage beyond that symbol.

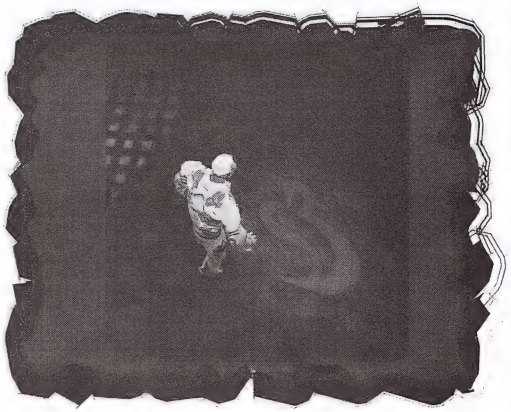


Fig. 4-29. The passage beyond this symbol leads to the North area.

North Area

- Proceed down the passage. You get a call from Agent Frost, who points out that Krebspawn "dabbles in demonology." Oh, really?
- Continue down the passage to a precarious ledge across from a series of platforms over the deadly lava flow. Careful! A Winged Demon lurks on the first platform.

- Use Levitate to navigate across the pool from platform to platform. Don't miss the Health power-up halfway along the path.

Fig. 4-30. Cain uses Levitate for platform-hopping over the lava flow. Watch for Winged Demons camping on platforms along the way.

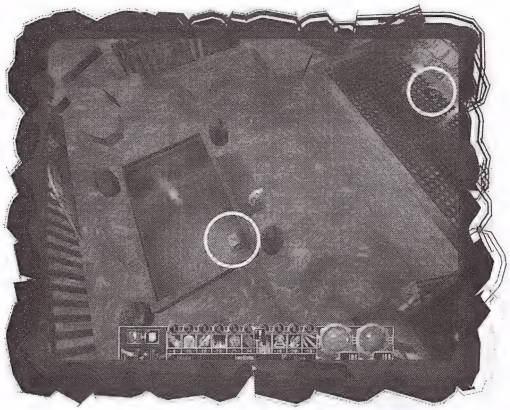
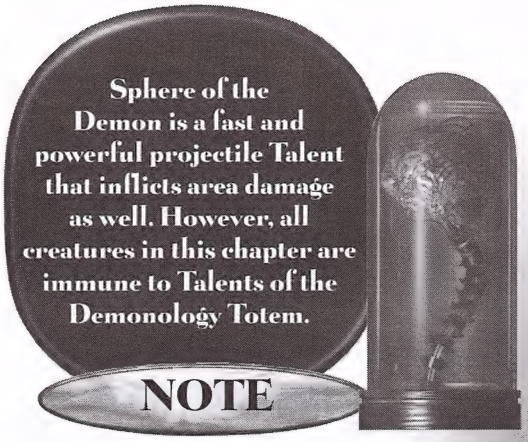


Fig. 4-31. When Cain reaches this large platform, note the box with a key slot (lower circle) and the Demon Stone (upper circle) on the high platform.

- Eventually you reach a cobblestone path through a tunnel with fire spouts. Navigate through the spouts and destroy the Devil along the way.
- Pass through the gate, then turn right and follow the tunnel under a walkway until you encounter another Devil and a Winged Demon.
- Defeat the two creatures and acquire the Sphere of the Demon Talent.


Sphere of the Demon is a fast and powerful projectile Talent that inflicts area damage as well. However, all creatures in this chapter are immune to Talents of the Demonology Totem.
NOTE

- Continue down the tunnel to the elevator. When you enter the elevator car, you automatically ride up.
- Walk out of the elevator and enter the large room. When you enter, the gate behind you automatically shuts (as well as a gate off to the left) and a red Devil and two Winged Demons (green and purple) spawn in.
- Kill the three beasts to reopen both gates.
- Exit up the stairs and through the left doorway.

Stone Maze

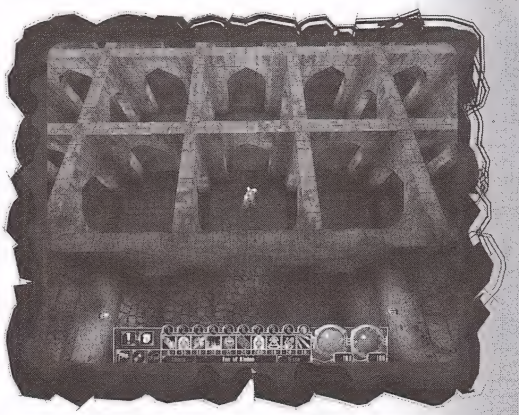


Fig. 4-32. What's a Catacomb without a maze? Save often—there are many booby-trapped doorways.

Beyond the doorway you enter a maze. At each corner of the maze is a lever that opens a portion of the exit door on the other side of the maze. You must flip all four switches to exit the maze. Unfortunately, pressure sensitive spike traps line some of the maze doorways. These traps are deadly, so you must avoid them. Good thing you have a strategy guide!

Fig. 4-33. Cain flips all four of these switches (one in each corner of the maze) to open the maze exit door.

Follow these steps to navigate the maze:

1. Step forward through the first door of the maze.
2. Go left, right, left, left, and flip the first switch.
3. Facing the first switch, go right, right, right, left, forward, forward, and flip the second switch.
4. Facing the second switch, go left, forward, left, right, right, left, and flip the third switch.
5. Facing the third switch, go right, right, left, left, right, right, forward, right, left, forward, right, right, left, left, and flip the fourth switch. The last door opens and you see that a tough fight lies ahead.
6. Facing the fourth switch, turn 180 degrees and go forward, right, left, left, and walk out of the maze.

Again, the far side of the maze features a red Devil and red Winged Demon, and both are very tough. In particular, the Winged Demon can cast Shield of Demonology to protect itself, Sphere of the Demon to hurt you bad, and Primordial Ooze to slow you down considerably. Use Shield Break on the fellow. Stay mobile in this fight. Be a moving target. Hit and run!

- Kill the Winged Demon and the Glyph Devil. Good luck.
- Run up the stairs on either side.
- Go around the corner and acquire the fourth Demon Stone. Oops! Three more Devils spawn in—two blue and one red. You can't leave the room until you destroy them.

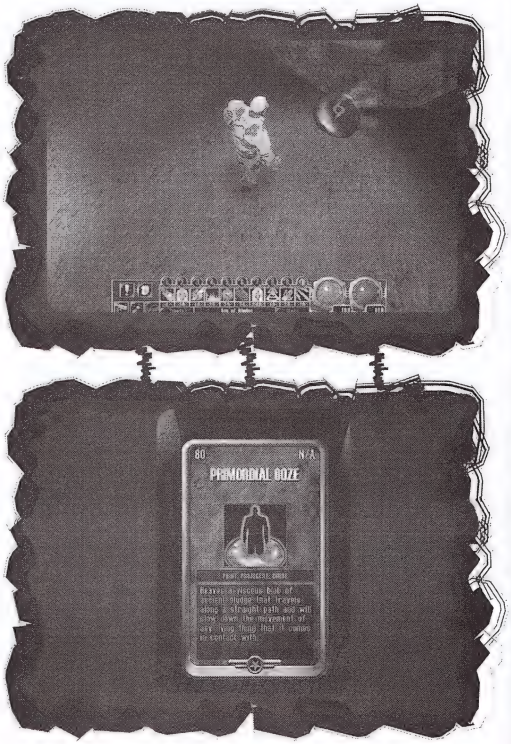


Fig. 4-34. After Cain grabs this fourth Demon Stone, some Devils take offense. He kills them to gain the Primordial Ooze Talent.

- Eliminate all three Glyph Devils. One leaves behind the Primordial Ooze Talent. Take it.
- Now enter the maze and from the first room go right, forward, left, left, forward, right, left, forward, right, right, forward, left, forward, and forward to exit the maze.

North Area Passages

- Yet another Devil/Winged Demon pair waits for you in the large room. Smash them spitefully.
- Continue down the passage to the elevator and ride it down.
- Make your way back to the Pentagram Room. Enemies roam the route, so stay on your toes, and save often.

Pentagram Room

You place the fourth Demon Stone on the pentagram. Remember that guy you liberated? Krebspawn's assistant? He found something in the West area. Looks like a key of some sort.

- Walk toward any exit door. You see a cinematic of

Fig. 4-35. Hey, that prisoner guy found a key.

the ex-prisoner as he finds a key.

- Remember the West area symbol? Check Figure 4-19 if you forgot.
- Enter the West area.

West Area (Second Time)

- Follow the passage until you reach Krebspawn's assistant. This triggers an automatic sequence in which the poor fellow gets hit with Primodial Ooze, then flamed by a Winged Demon. That's what he gets for being a secondary character!
- Kill the Winged Demon and pick up the Demon Key dropped by the ex-prisoner.
- Go back to the Pentagram Room.

Fig. 4-36. Cain picks up the Demon Key after he avenges your ex-prisoner buddy.

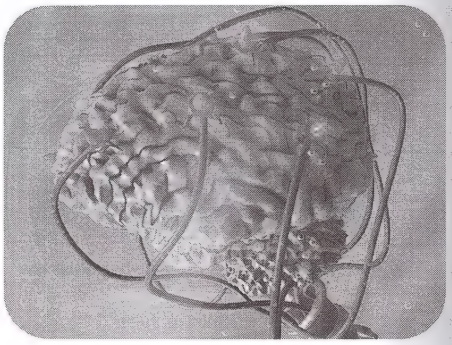
Pentagram Room

From here, take the North area path. (See Figure 4-29 if you forgot which symbol marks the North area entrance.)

North Area (Second Time)

- Levitate from platform to platform across the lava flow until you reach the large platform in the middle of the pool.
- Approach the key box in the platform's corner.

You automatically insert the Demon Key. A staircase rises out of the lava flow to connect the platform with the high alcove where the final Demon Stone sits.



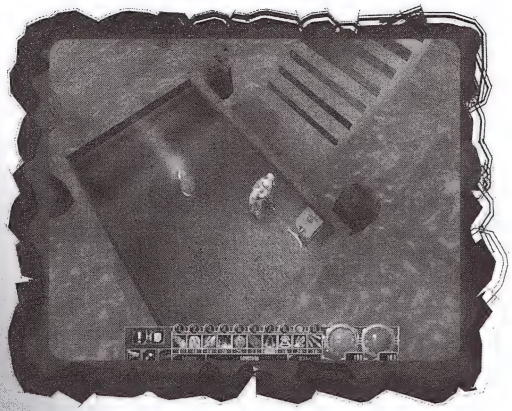


Fig. 4-37. When Cain inserts the Demon Key, a staircase rises to the final Demon Stone.

- Climb the stairs and grab the last Demon Stone. Of course, three Winged Demons spawn in angrily onto the platform below.
- Defeat the three Demons. A good tactic: All three Demons stay bunched and sling stuff at you, so drop Binary Grid area blasts on their platform. Three good blasts should fry them.
- Make your way back to the Pentagram Room.

When you walk into the center room, Golgotham rises up from the pentagram. He wants to see how your powers have grown since their last meeting. Okay man, if you insist. The big hood then summons in another cross-totemic group of enemies—Anubis guard, Starr showgirl, a droid, and a drooling Psionic mutant. Impressive! Of course, Golgotham himself splits.

Fig. 4-38. Golgotham again. Somebody get this guy a throat lozenge.

- Destroy the four minions.
- Walk to the point of the floor pentagram where the final Demon Stone goes. You automatically place it and a secret doorway slides open.
- Walk through the new doorway (located between the north and west passages) and climb the stairs. Agent Frost calls to check on you.
- Continue down the passage and through the sliding door to end the level.

Level 14: Elijah Krebspawn (Boss Level)

Krebspawn put our man through hell and back, in a very real sense. Now, you say, "You know what time it is, right? It's payback time." More importantly, it's time to procure the artifact. There are three stages to your confrontation with Krebspawn. It ends with some cruel combat, as you would expect from any boss level. But it starts with two equally cruel puzzles—not surprising, since "Mindbender" was the original working title of *Sanity: Aiken's Artifact*.

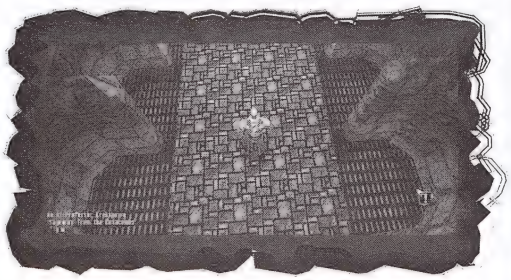


Fig. 4-39. Finally, out of the Catacombs. It's payback time, my man.

Kitchen/Dining Room

- Follow the hallway up the stairs and turn left into the kitchen.
- Go through the kitchen into the dining room.

- Examine the large wall painting at the end of the dining room. This triggers a mechanism that opens the wall.

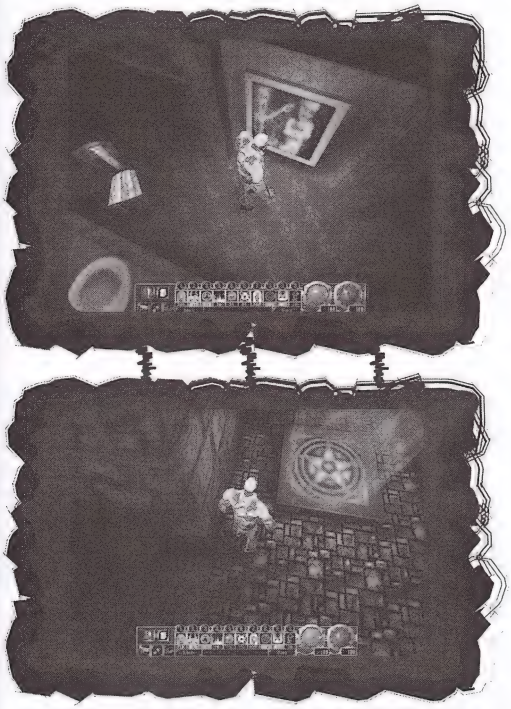


Fig. 4-40. Click on the dining room painting to open a secret passage to the teleport pad.

- Follow the secret passage to the glowing pentagram.
- Walk onto it to teleport into Krebspawn's puzzle-board room.

Stage 1: Glyph Block Puzzle

You stand on a tiled game board. On the board sit four generic stone blocks, two wood blocks with symbols on top—the Moon and Lightning blocks—and an immobile podium (at the center). The object of this puzzle is to push the Moon and Lightning blocks onto their corresponding illuminated symbol tiles.

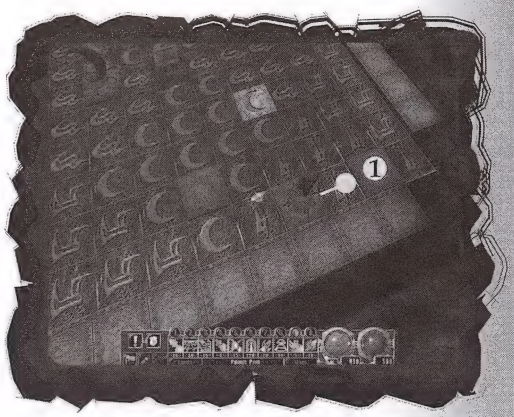
Use Psionic Push to shove the blocks around. You can reset *any* block by pushing it off the corner of the board; the block re-spawns in its original position. Go ahead, give it a shot. It only took us about 7,000 moves the first time we tried it. Or you can read the elegant solution sequence that follows, courtesy of Fox Interactive testers.

Placing the Moon Block

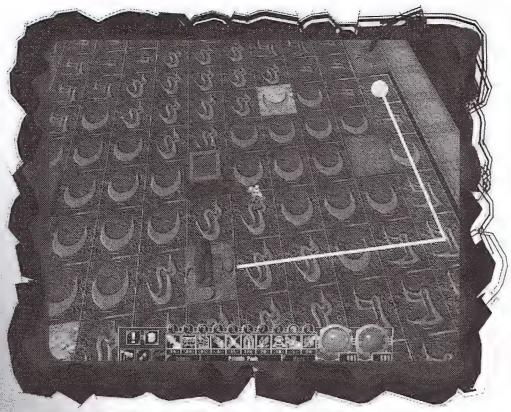
It's best to place the Moon Block first, because in this solution sequence you use the Lightning Block in arranging its placement. We'll number the generic blocks as we go along. Refer to each screen shot below for numbering and direction.

Important: Not all shots in the following sequence are from the same angle. Use the block numbers and the illuminated symbol tiles for orientation in each shot!

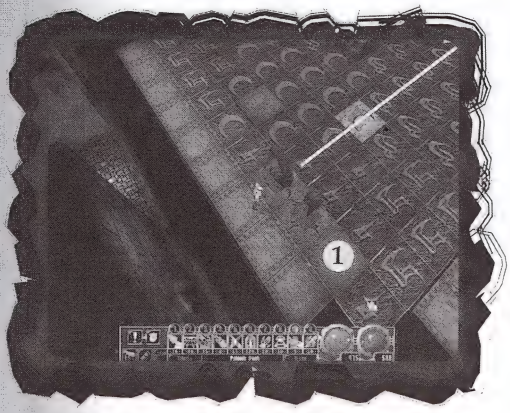
Step 1. Block 1 sits two tiles over from the Lightning block. Push Block 1 against the left wall. Then push the Lightning block to the left wall, too.



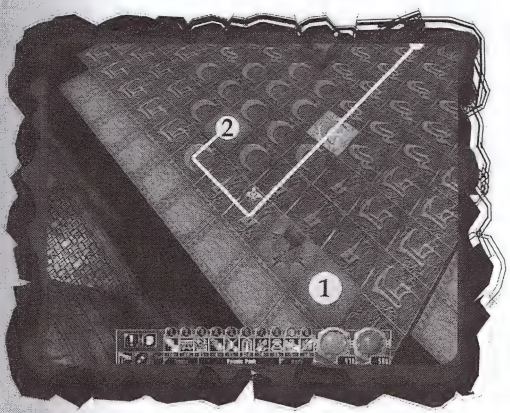
Step 2. Push the Lightning block against Block 1.



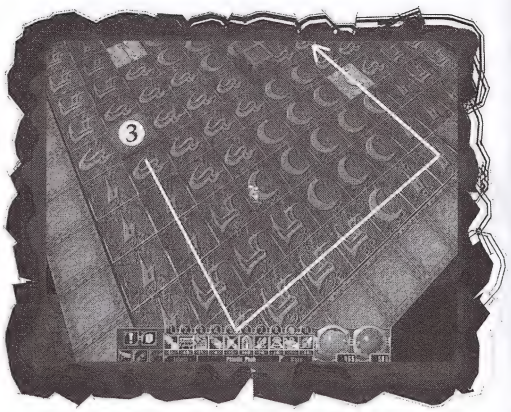
Step 3. Push the Moon block up against the same wall, then push it over against the Lightning block. You now have the Moon block in the same row as its corresponding symbol tile.



Step 4. Push the Moon block across the board over its symbol tile to the far wall.

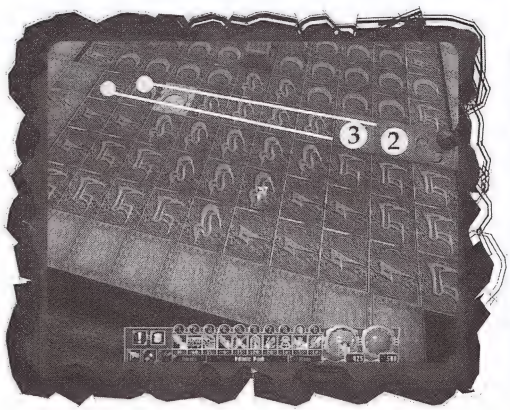


Step 5. Push Block 2 against the same wall, push it up against the Lightning block, then push it across the board against the Moon block.



Step 6. Repeat Step 5 with Block 3.

Step 7. Push Block 4 against Block 2, push it to the far wall, then push it against the Lightning block.

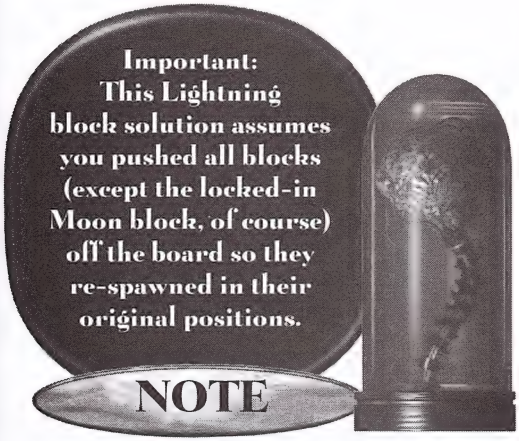


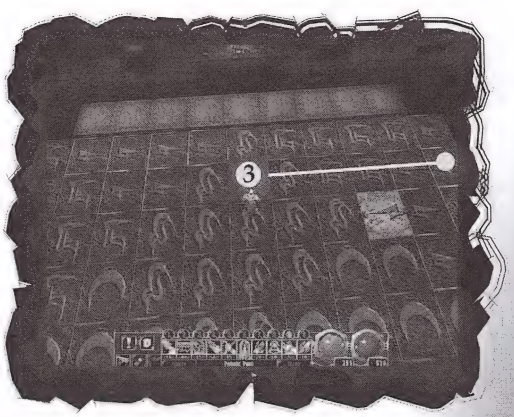
Step 8. Push Blocks 3 and 2 over the Moon symbol tile. (Stand to the side of each block and click on the edge that faces the direction you want it to go.) Now you should have a stack of three blocks below the Moon symbol tile.

Step 9. Push the Moon block over the Moon symbol tile. The symbol block locks into the symbol tile and glows. Here's what it looks like at this point.

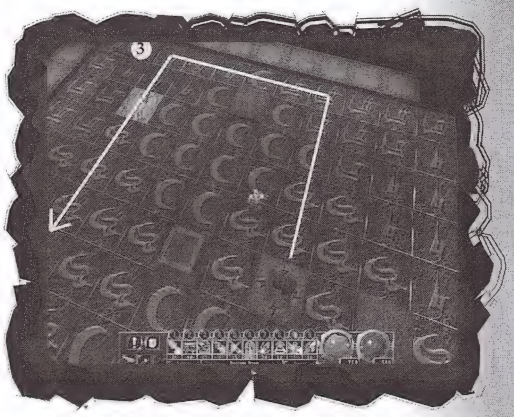
Placing the Lightning Block

Start by pushing all movable blocks over the corner edges so they re-spawn in their original positions. (The Moon block is now locked in place.) The Lightning block solution follows the same approach as the Moon block solution.

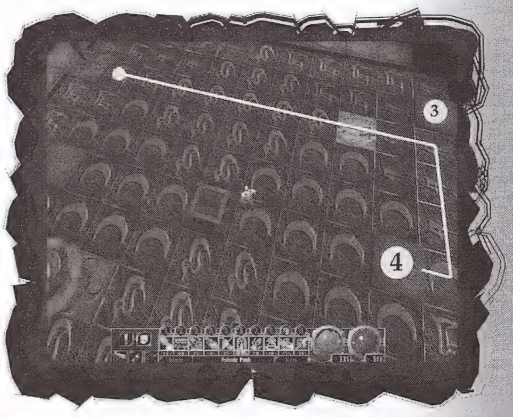

Important:
This Lightning block solution assumes you pushed all blocks (except the locked-in Moon block, of course) off the board so they re-spawned in their original positions.
NOTE



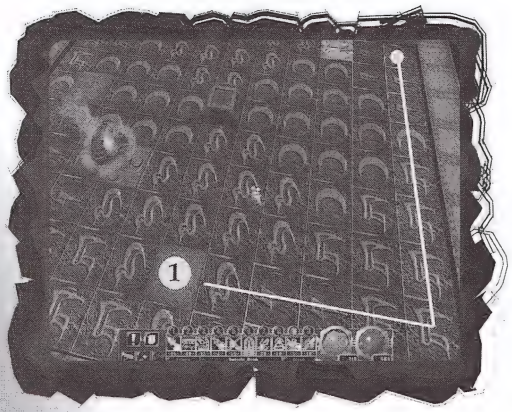
Step 1. Push Block 3 (nearest the Lightning symbol tile) against the right wall.



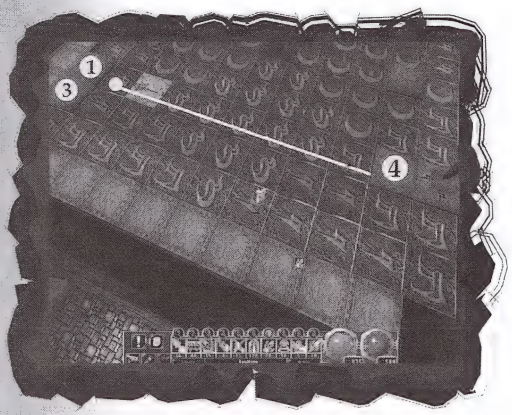
Step 2. Push the Lightning block against the same wall, push it against Block 3, then push it over the Lightning symbol tile to the opposite side of the board. Now the Lightning block is aligned in the same row as its target tile.



Step 3. Push Block 4 against the same wall, push it against Block 3, then push it across the board against the Lightning block.



Step 4. Push Block 1 against the same wall, then push it against Block 3.



Step 5. Push Block 4 across the board against Block 1, then push the Lightning block onto the Lightning symbol tile.

Voila! The center podium opens and up rises the mysterious ancient artifact which just happens to be—well, a head. A talking head, actually. In a jar. With a very British accent. Wow. You learn a couple of important things from the head. First, the head really hates being called "the artifact." Second, the head is (as it admits) the cause of all of this, having helped Dr. Aiken unlock the secrets of the human mind.

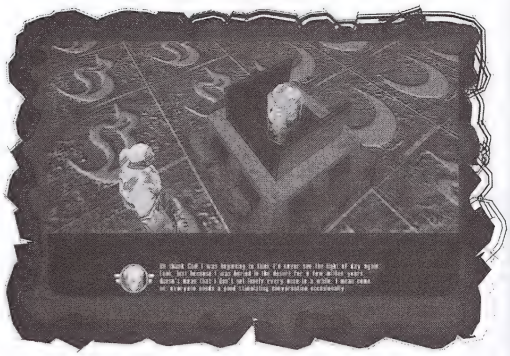


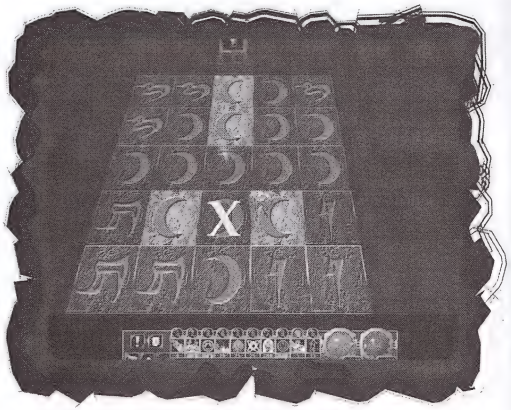
Fig. 4-41. Time to get a head. Meet the artifact.

Soon Elijah Krebspawn teleports onto the scene and proposes "a small test of your wits." If you pass, he takes the head and leaves. You agree, and Krebspawn drops some large blocks onto the board, encasing you in a small area.

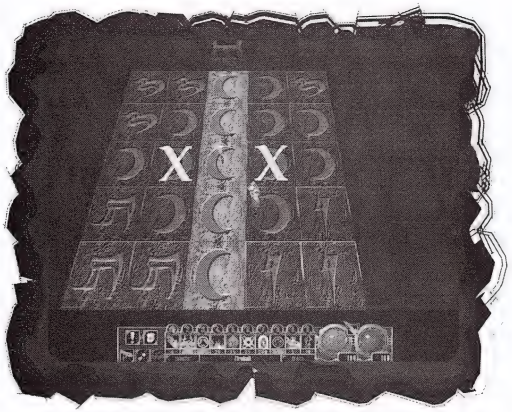
Stage 2: Illuminated Floor Tile Puzzle

As Krebspawn explains, the object of this challenge is to illuminate all the floor tiles in the enclosed area. Use a projectile spell like Fireball to target tiles. Hitting a tile toggles on/off the illumination of that tile and the four adjacent tiles, too.

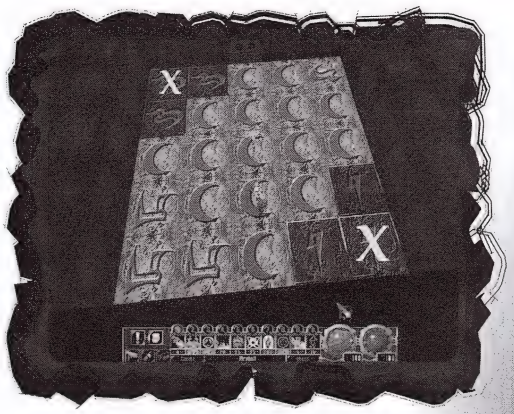
The puzzle opens with two adjacent lighted tiles, plus two other lighted tiles with an unlit tile between them. Here's an elegant little four-step solution:



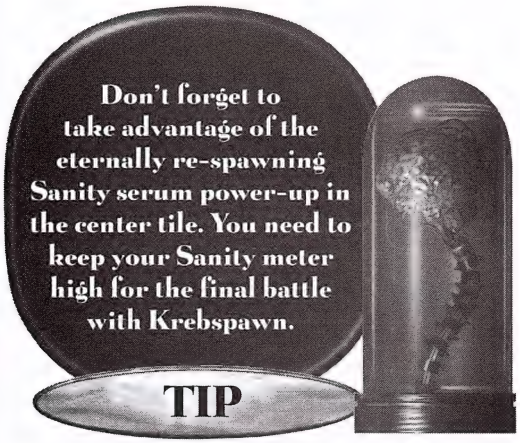
Step 1. Shoot the unlit tile (marked here by an X) between the two non-adjacent lighted tiles.

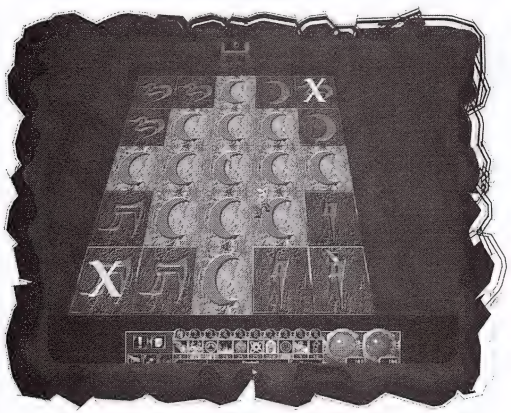


Step 2. Now you have a full middle row illuminated, and all other tiles unlit. Find the tile in the center of the board, and shoot the two adjacent unlit tiles, one on either side.



Step 4. Finally, shoot one of the tiles in the northwest and southeast corners. All tiles should be illuminated and Krebspawn lifts the blocks for the final confrontation.


Don't forget to take advantage of the eternally re-spawning Sanity serum power-up in the center tile. You need to keep your Sanity meter high for the final battle with Krebspawn.
TIP



Step 3. The entire center area of the board should be illuminated now. Next, you want to shoot the four corner tiles in diagonally opposite pairs. First, shoot the tiles in the northeast and southwest corners.

Stage 3: Fighting Elijah Krebspawn

You learn that Golgotham is Krebspawn's former partner, Professor Garland Troy. Krebspawn claims to be protecting the head from Golgotham, adding: "If Golgotham somehow manages to obtain the head, he will use its power to destroy all of humanity." Then Krebspawn announces that he must terminate you because, darn it, you know too much.

This battle is wild, chaotic, and woefully short on available power-ups, so keep your foe on his heels. During the fight, Krebspawn teleports back and forth between the four outer ledges of the wall—shooting at you, summoning Devils and Winged Demons, and pulling chunks of the floor from beneath you.

TIPS FROM THE TESTERS

Fighting Elijah Krebspawn

By Francis Choi, Fox Tester

Defeating Elijah Krebspawn is no easy task. You must avoid his attacks as well as those of the demonic creatures he summons, launch your own counterattacks as he teleports from ledge to ledge, and do all this while navigating around the board's falling tiles.

As always when facing multiple opponents, keep moving! But try to keep Krebspawn in sight as much as possible. We recommend you use the Laser Beam attack, with its quick interval burst, to keep him reeling until he teleports again. The more you hit Krebspawn, the less chance he has to summon beasts and drop floor tiles from beneath you.

- Fight Krebspawn and his minions.
- Keep a close eye on the floor tiles. Tiles that are about to drop away flash for a few seconds. Get off quickly! Note also that tiles drop out in groups according to symbol—that is, all tiles of the same symbol drop together.
- Keep blasting away at Krebspawn until you destroy him. It's the only way to end the melee madness.
- When Krebspawn dies, he leaves behind quite a stash, including four Talents—Shield of Demonology, Demonic Rift, Demon Strike, and Summon Lesser Winged Demon—plus a Sanity container and a Health container. Collect the Talents and containers.
- Approach the "artifact."

Fig. 4-42. The "artifact" turns out to be a talking head with an English accent and a chip on its shoulder (in the proverbial sense, of course) about its designation as artifact.

The artifact explains why Golgotham is so interested in obtaining it: The head can summon the Sanity Devourer. The head explains, The Sanity Devourer "feeds on the minds of entire races of sentient beings who possess Psionic abilities...thus devouring their sanity." In fact, the artifact is a precursor, sent to unlock Psionic abilities in the human race for the Sanity Devourer's consumption. Finally, he adds: "If Golgotham gets a hold of me, then he might be able to summon it as well."

Finally, you grab the head and exit the house. Once outside, the Bone Priest and his Rasta-thugs jump you and hijack the head and another hostage, Bobby Jenkins. Thus ends Chapter 4.

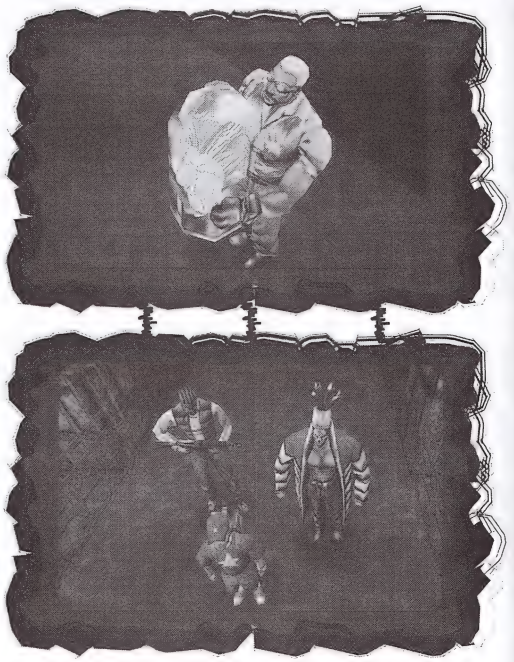
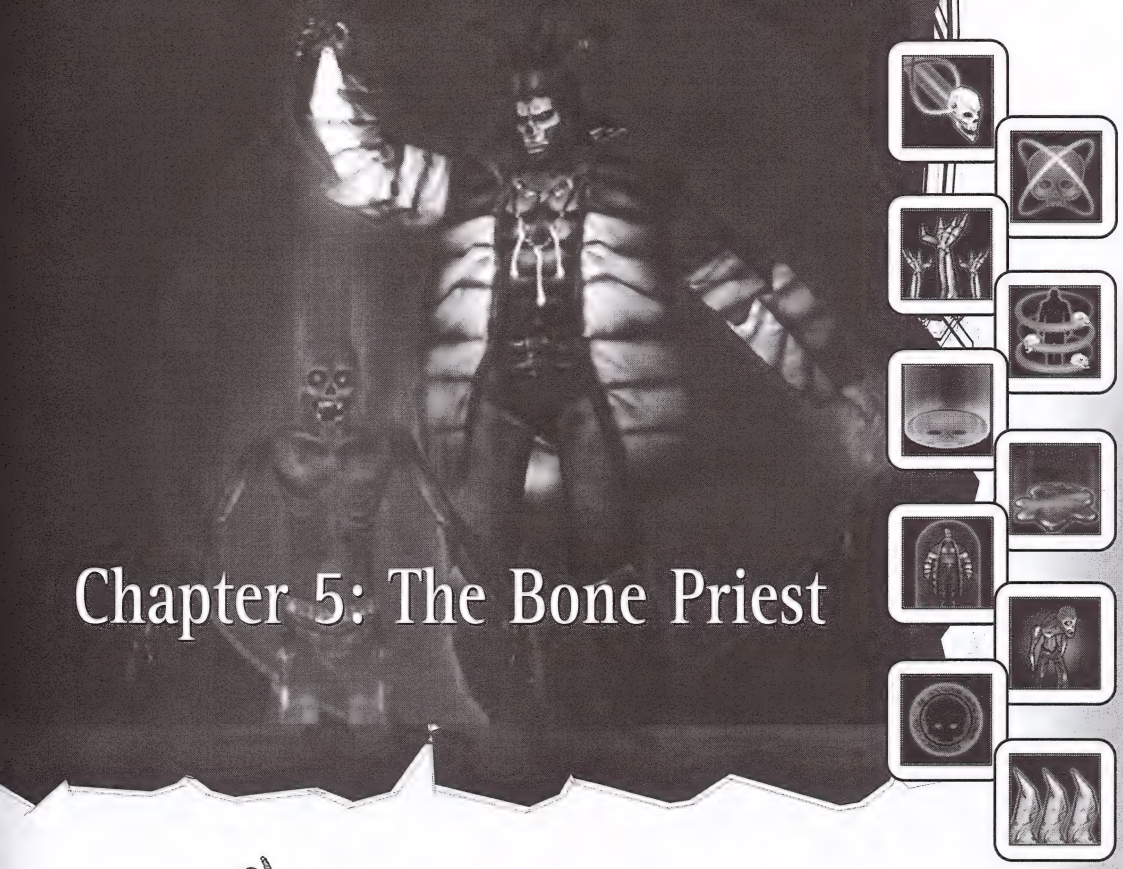


Fig. 4-43. Cain can't make any headway because the Bone Priest has Bobby, and the voodoo thugs wield a mean bat.



Chapter 5: The Bone Priest

Something wicked is stirring in the city. The Bone Priest's Psionic voodoo is already loud enough to wake the dead. Now he has Bobby Jenkins and the "artifact"—with these, he has an unholy transaction in mind. You must stop him before the Bone Priest, in his ignorance, hands the keys to the world's sanity to Golgotham.

In this level, you face hordes of slavering Zombies and their powerful Zombie Masters, plus the usual assortment of urban thugs and an occasional rabid dog. And, of course, you face a final confrontation with the voodoo master himself.

Level 15: Dead City

The level opens with you regaining consciousness in a back alley. You realize you are now without your stuff—no gun, no cell phone, no ID badge, no stuff whatsoever—not even the head. Fortunately, you still have intact all of your considerable Psionic powers.

Downtown Alley/Street

- From where you start the level, go right and follow the pathway around to the street. A group of Zombies harasses two SWAT guards.
- Step out into the street and wipe out the Zombies. Dodge those Death's Head blasts!

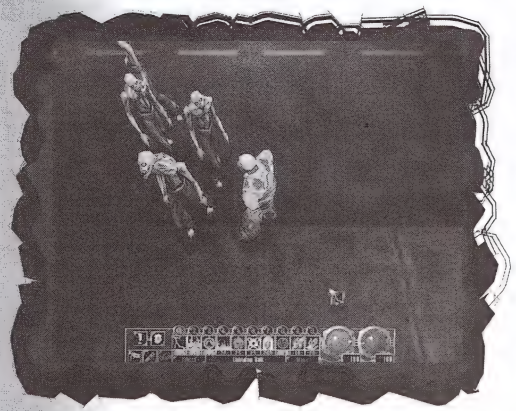


Fig. 5-1. What a bunch of deadbeats. Four or five good Laser Beam hits should usher a standard unshielded Zombie to oblivion.

TIP

Use Lesser Shield of Reflect against the slow-moving but powerful Death's Head blasts of purple Zombies. For a mere cost of 15 Sanity, Cain deflects 132 hit points back onto the enemy! Also, toss Sphere of the Demon at the largely defenseless green Zombies. (In difficult mode their only Talent is Imprison, used to slow you down so they can lumber up and beat on you with their decaying fists.)

SPECIAL SECRETS

Secret Container!

- Climb the stairs that lead up to the church. It's next to the alley from which you emerged into the street.
- At the top of the staircase, turn left and walk around to the fencepost just above the stairs.
- Use Levitate to glide around the fencepost (not far) to one of the very small ledges on the outside of the church wall.

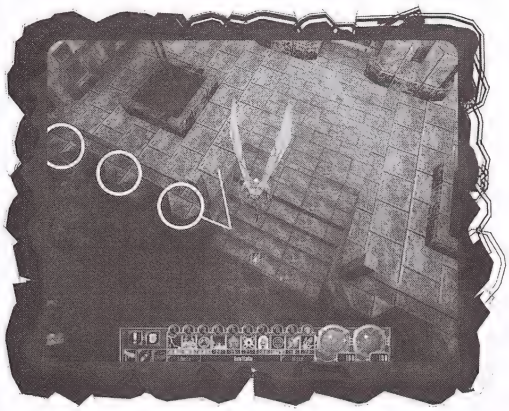


Fig. 5-2. Cain Levitates from here to one of the circled ledges on the church wall (preferably the second or third one).

You can probably make it to the second or even third ledge. (See Figure 5-2.) But don't push it too far. If Levitate wears off and you drop, you will suffer health damage and waste Sanity points because you have to go back and start over from the top of the stairs.

- Continue to levitate from ledge to ledge around the corner and down the alley until you reach the last ledge on the church wall.
- From the church wall's last ledge, use Levitate to float across the alley and just around the corner of the opposite building to another small ledge. (See Figure 5-3.)

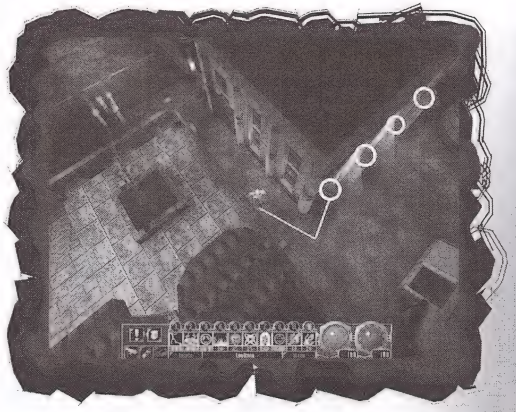
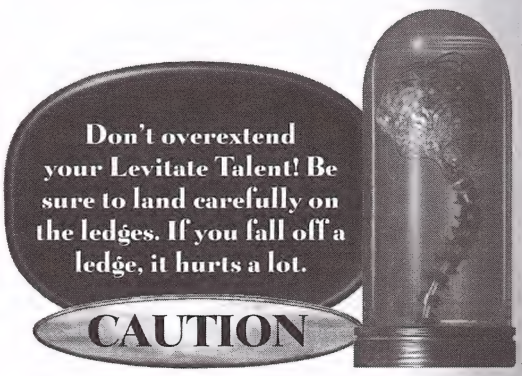


Fig. 5-3. From the last ledge on the church wall, Cain Levitates across the alley, and then works down the ledges (circled here) of the opposite building.


Don't overextend your Levitate Talent! Be sure to land carefully on the ledges. If you fall off a ledge, it hurts a lot.
CAUTION

- Continue levitating down the ledges along this wall—again, hopping two or more ledges at a time to save Sanity points—until you reach the last ledge. See the lovely blue Sanity container on the balcony across the way?
- Levitate across to the balcony and acquire the Sanity container. Success!
- You could just hop down and exit the alley, but you'll take a hefty Health deduction from the drop. It might be better to expend the Sanity (now that you've got a new infusion) and levitate ledge to ledge back to the top of the church stairs.

Alley (Injured Officer)

- After you defeat the Zombies, go down the street past the church stairs and take the first left down the alleyway.
- When you reach the courtyard, go left to find an injured SWAT guard.
- Approach the SWAT guard to trigger a conversation.

Zombies plague the city, and the DNPC thinks that Ajani Namdu, the Bone Priest, is behind the infestation. You learn that the master of the Death Totem heads up a black market organization that sells spines, brains, and other human organs. You also learn that when the SWAT guard got near this church, the Zombies chasing him backed off.

- Talk to the SWAT guard. He asks for his first aid kit.
- Select, "Where is it?" The guard dropped it, but it must be nearby.

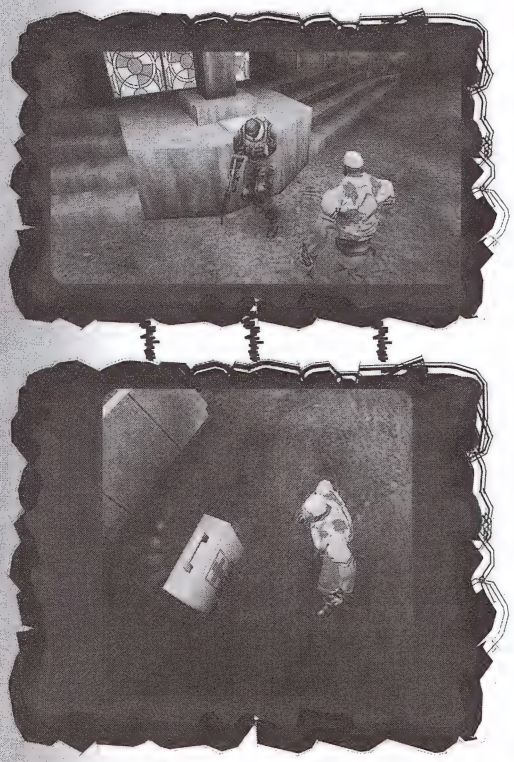


Fig. 5-4. This SWAT guy needs help. If Cain finds his first aid kit, he'll get something useful in return.

- Turn your back to the injured SWAT guard and go straight ahead between the two buildings to the "T" intersection.
- At the intersection, go left to find a group of Zombies surrounding a first aid kit. This prompts one of your best lines: "Fellas, I think it's a little late for first aid."
- Defeat the Zombies.
- Grab the first aid kit and return to the SWAT guard.
- Talk to the guard. You give him the kit; he gives you a key. He says it'll get you through the gate at the top of the stairs.
- Turn around and go back between the two buildings to the "T" intersection.
- This time, go right at the intersection. Another group of Zombies attacks. Wipe it out.
- Continue down the alley to the locked gate. If you got the gate key from the injured SWAT guard, the gate swings open automatically.
- Climb the stairs and go through the second gate to the boardwalk.

Boardwalk

- Once on the boardwalk, you must pass through a series of gates and fight several groups of Zombies until you reach the end.
- At the boardwalk's end, go down the sets of stairs to the ground. You encounter a man near a graffiti-covered wall. He's being attacked by another squad of Zombies and asks for your help.
- Terminate the Zombies.
- Go back and talk to the man.

The man says all these Zombies are coming from the Bone Priest, who has an enchanted skull that allows him to raise the dead. Uh oh. You know about this skull. The man says, "He got someone to steal it from its holy resting place." Sound familiar? It gets worse. The man adds, "Now no one can stop him from taking over the city." Looks like you better make right what he did wrong.

- The man gives you the Deck of Death Glyph Talent. Take it gratefully.

Fig. 5-5. When Cain saves this fellow, he learns how the Bone Priest is raising the dead. (Oops.) Cain also gets the Deck of Death Glyph Talent.

- Follow the concrete path around the fence and past the elevator. (If you approach the elevator, Cain comments that he needs a key to operate it.)
- Exit the boardwalk area through the unlocked gate into the street.

City Streets

- Follow the street to the left (fighting Zombies) until you reach a large reddish chasm.
- Use Levitate and float over the chasm.
- Go forward to find two SWAT guards on the right side of the road. When you approach the guards, they demand some ID. Oops, your badge was stolen.
- Talk to the left guard. He asks questions.
- Answer "Chief Royce."

Right answer. After a bit more persuading, the guard accepts you as DNPC. He suggests you consult with Sergeant Hastings regarding the whereabouts of the Bone Priest. The sergeant is posted at "the rendezvous point on the other side of the freeway." Then the guard gives you a key to operate the elevator to the sky bridge.

Fig. 5-6. Cain should Levitate over this chasm to meet the SWAT guards and get the elevator key.

- Go back to the chasm and use Levitate to cross it.
- Retrace your steps back to the elevator tower. Keep using Lesser Reflect to ricochet those Death's Head shots back at the purple Zombies on the way.
- Walk up to the gate. You automatically open the gate with the elevator key and ride to the top of the sky bridge.

Fig. 5-7. If he got the key from the SWAT guards, Cain can ride this elevator up to the sky bridge.

Sky Bridge

- From the elevator, go left on the freeway until you encounter the trio of thugs.
- Defeat the thugs and continue forward until the freeway stops at a set of road barriers.
- Look to the right to find a missing section of guardrail. Approach the edge of the road there.
- See the grate to the left holding the Sanity power-up? Use Levitate to float across to it. You're now on the roof of a building next to the freeway.

Downtown Rooftops

- A Zombie on the next building's roof may start tossing Death's Head shots at you. Use Lesser Shield of Reflect on the undead pest.
- Use Levitate to float across to the next building.
- Then use Levitate to drift around the roof guardrail to the top crate in the stack of yellow crates in the alley.
- Walk onto each successively lower crate to reach the ground, where Zombies await.

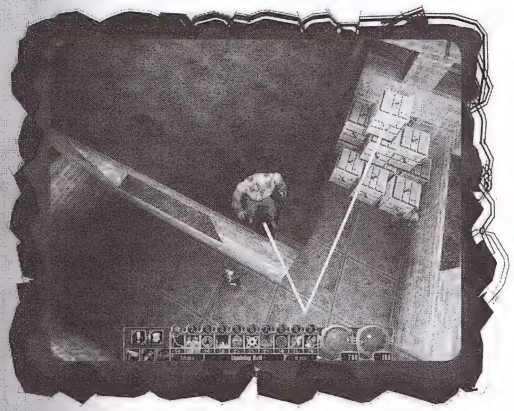


Fig. 5-8. Cain Levitates from the roof directly over that top yellow crate for a soft, painless landing.

Careful! A nearby red Zombie uses Hands of the Dead, a gruesome area attack. The same guy also protects himself with Shield of Death. The upside: When he dies, he leaves behind the Death's Head Talent. It's useless now—all of the Bone Priest's minions are invulnerable to Death Totem Talents—but it'll prove useful in Chapter 6. That is, if you survive that long.

Fig. 5-9. The red Zombie uses the Hands of the Dead on Cain, but is kind enough to leave behind the Death's Head Talent.

- Eviscerate the Zombies.
- After the fight, exit through the gate into a large courtyard.

Courtyard

When you enter the courtyard, its gates automatically close and Golgotham rises up out of the center platform. Nice entrance! Fight the urge to applaud, and get ready for combat. Golgotham summons in another cross-Totemic group of enemies for you to defeat.

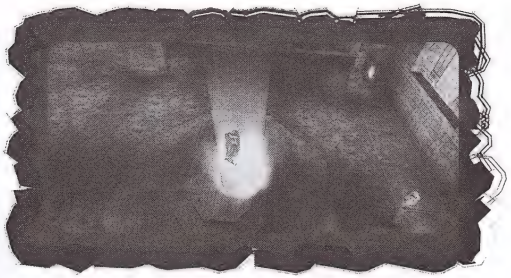


Fig. 5-10. He's back!

- Destroy the various minions of Golgotham. This is a tough, tough fight. Don't get caught in globs of Primordial Ooze or you're a dead man.
- After you win, the gate in the fence opens. Exit through the gate into the street.

City Streets

- Turn right and follow the street to the blocked off intersection, then go left.
- Take the next left through the grassy area surrounding the pillar-lined platform. A foul, glowing spawner spits out Zombies in the middle of the platform.
- You could run right past it. But spawners are so much better when they're nonexistent. Destroy the spawner and any nearby Zombies.

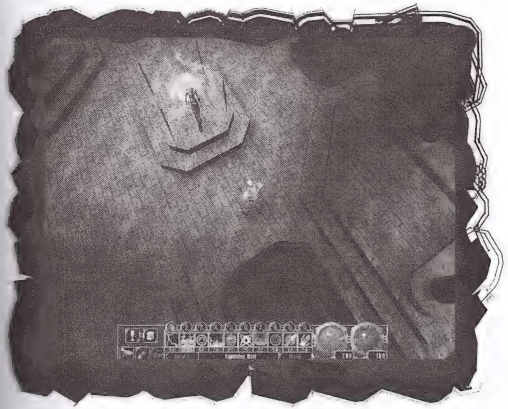


Fig. 5-11. Cain sees a glowing maelstrom in the center of the pillar-lined platform. That's a Zombie spawner. If he destroys it, this stops the Zombie proliferation.

- Follow the left-most walkway past the pillars. Stay on that walkway as it curves slightly left then runs between two buildings until you exit onto the street on the far side of the area.
- Turn right and walk down the street to the police barricade.
- Approach the SWAT guards. The two at the barricade won't let you through until Sergeant Hastings comes forward to ID our man.
- When the DNPC car moves, follow the sergeant to trigger another automatic conversation.

Sergeant Hastings tells you that Agent Strassburgh has taken a squad of men to the docks where the Bone Priest is thought to have a base of operations on a river barge. You decide to join in Strassburgh's effort.

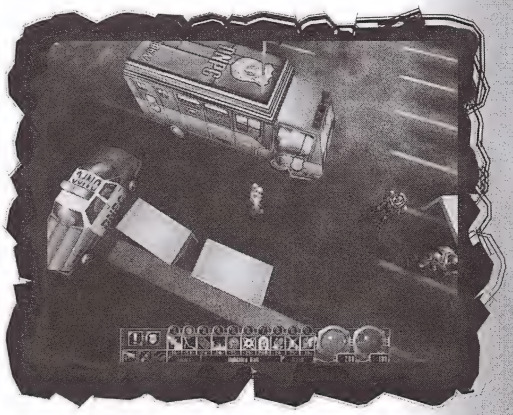


Fig. 5-12. At this DNPC checkpoint, Sergeant Hastings has pertinent news about the Bone Priest. Guess what? Cain's buddy Strassburgh is on the case.

- Cross the parking lot and work your way to the gate (guarded by a SWAT officer) at the upper left corner.
- Walk through the gate to end the level.

Level 16: Waterfront

Well, no sign of the Bone Priest so far. No sign of Bobby Jenkins; no sign of the talking head. And no sign of your stuff, either. Without a cell phone connection, Agent Frost and the folks at DNPC headquarters are probably frantic.

Park Entrance

- From the start point, go forward and up the stairs to the right.
- Fight your way through the gang of thugs. When the last one falls, the gate opens to a walkway above the area.
- Go through the gate and follow the wooden walkway as it zigzags back and forth to an opening.
- Step through the opening into a courtyard to trigger the appearance of a Zombie Master.

Courtyard 1

The Zombie Master is one tough undead dude who slings Death Totem Talents such as Imprison (three spirits that render you immobile for precious seconds) and Pit of Venom (a pool of poisonous fluid that inflicts damage if you walk through it). Worse, the Master has the ability to summon Zombies at will. He starts by summoning a trio of Zombies.

- Focus your initial attack the Zombie Master. Each time you kill his summoned Zombie, he may summon a new one to take its place. The longer he lives, the more Zombies he can summon to his aid.
- When you destroy the Zombie Master, he leaves behind the Shield of Death Talent. Destroy the remaining Zombies and grab the Talent.

180
360
SHIELD OF DEATH
Creates a barrier of lost souls that will protect you from any source of damage until the shield is destroyed, dispelled, or the talent wears off.

Fig. 5-13. Zombie Masters can summon Zombies and pin Cain down with Imprison. Cain should focus his attack on them first. This first one leaves the Shield of Death behind.

- Cross the courtyard to the maintenance building.

Maintenance Building

- Approach the door under the sign that reads "Ring Buzzer for Assistance." You automatically look in the window. Hey, that's your cell phone!
- Examine the panel to the right of the door. You ring the doorbell and talk to the rude guy inside, who cuts you off.
- Repeat this sequence two more times. After the third attempt, a mindless Zombie stumbles into the electrified gate and blows it up, destroying itself in the process. You say, "Damn!"

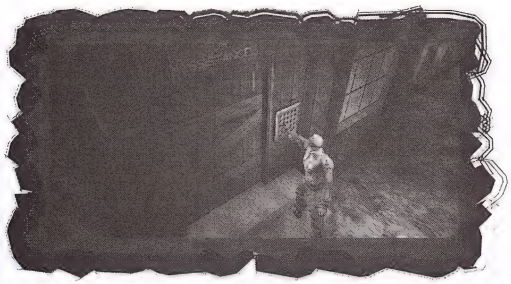


Fig. 5-14. Cain rings the bell for assistance three times to get himself really angry and then watches a brainless Zombie commit suicide.

- Go through the now-open gate.
- Follow the path around to another courtyard.

Courtyard 2

Here you encounter another Zombie Master and his Zombie minions. When you step in, the gates lock. You must defeat all of these enemies before the gate will unlock and you can proceed.

- Destroy all enemies. Again, focus on the Zombie Master first.
- Exit the courtyard through the far gate. You step up to defend the helpless civilian threatened by two thugs.
- Talk to the civilian. He thanks you and runs for safety. Follow him!

SPECIAL SECRETS

Secret Container!

- Follow the civilian you rescued all the way back to the beginning of the level.
- Once you get there, talk to the civilian. He's flattered that you came all that way just to check on his health. So he happily gives you a Health container.

Fig. 5-15. If Cain follows the man he saved all the way across the level until he stops, he'll give Cain a Health container.

- Go back past both courtyards to the waterfront area where you rescued the civilian.

Valve Station

- After you've helped out the civilian, cross the wooden bridge over the water.
- When you get to the other side, note the SWAT guard at the gate. He won't let you through.
- Turn right and approach the valve operator. He points out the key that dropped in the drain.
- Select "Is there anything I can do to help?"

Fig. 5-16. Cain agrees to help the poor valve operator get that key out of the drain. It opens the maintenance building where his cell phone is stashed.

The valve operator says you could go to the valve station and flush out the key. Unfortunately, the station's not open, plus you need an access code to the valves. You ask for the code and get it: 1522.

- After you talk with the valve operator, go back across the wooden bridge to a broken section of railing on the right side.
- Use the Levitate Talent to cross over to the first small island.
- Continue to levitate from island to island (just one at a time!) until you get to the cement platform with striped edging on the other side of the water. This is the valve station.

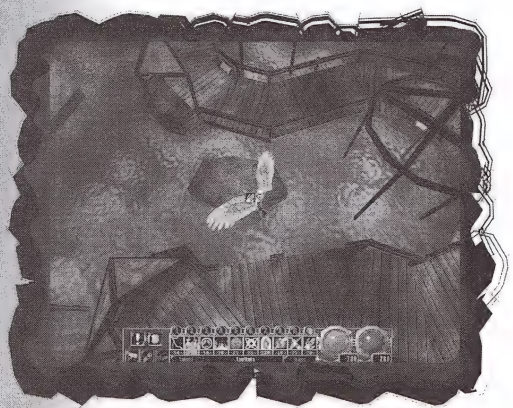


Fig. 5-17. Cain finds the broken railing on the wooden bridge and Levitates from island to island to the valve station.

- See the access panel on the right side of the platform? Examine it close-up for a keypad.
- Enter in 1522 and click Enter. Three bronze valves rise out of the valve station.

Fig. 5-18. Cain enters the valve station access code: 1522.

- From left to right, number the valves 1 to 3.

Each valve toggles a particular mechanism in the drain. Valve 1 raises and lowers a platform. Valve 2 raises and lowers the drain's water level. Valve 3 raises and lowers a staggered pair of drain screens. Your task: Move the drain mechanisms so that the water flow pushes the key over the platform, then raise the platform.

Fig. 5-19. Cain turns the valves until the key flows to the far left, then raises the platform to bring up the key.

Turn the valves in this order:

1. Valve 3 to raise the screens in the drain.
2. Valve 2 to lower the water level. The drain flow pushes the key to the left, under the first screen and against the second screen.
3. Valve 1 to lower the drain platform.
4. Valve 3 to lower the screens in the drain.
5. Valve 2 to raise the water level. The drain flow pushes the key over the second screen to the far left.
6. Valve 1 to raise the drain platform, which lifts the key up to the top of the drain.

- Use Levitate to get back across the islands to the wooden bridge, then return to the drain.
- Grab the key.
- Backtrack to the maintenance building where you saw your cell phone.

This isn't an easy trip. You must destroy many Zombies, three Zombie spawners, and another Zombie Master on your way back.

Maintenance Building

- Approach the front door of the maintenance building. you automatically enter using the key from the drain, and then have a little conversation with the rude guy.
- Grab the cell phone from the table. Listen to all of your phone messages. Sounds like people are concerned and a little irritated that you've been incommunicado.
- Press [P] or click the cell phone icon in the interface bar to call Agent Frost and catch up on what's happening.

You guess that the Bone Priest plans to sell Bobby Jenkins, the artifact, and Aiken's Brain Circuit to Golgotham. You also guess that Bobby's function in Golgotham's scheme is to provide the reanimated human brain necessary for the Brain Circuit to channel Psionic energy. And given Bobby's purported powers—well, Golgotham might well become an unstoppable force.

Fig. 5-20. Cain calls Frost for an update and discloses his theory on the Bone Priest's aggressive activities.

- After the conversation is finished, exit the maintenance building.
- Return to the wooden bridge by the valve station. Be ready for more Zombie hordes along the way.

Wooden Bridge Area

- After you cross the wooden bridge, approach the SWAT guard at the gate.
- Talk to the SWAT guard. He opens the gate.
- Walk quickly through the gate. (It stays open only a few seconds.)
- Another Zombie Master spawns in with his Zombie minions. "Tonight the spirits of the dead will rise and feed on the souls of the living!" OK, whatever. Wipe them out.
- Go forward through the next gate into the playground.

Playground

- Try to rescue the two civilians from the advancing Zombies by immediately sprinting between the civilians and the Zombies to draw fire.
- Continue through the playground through the gate on the far side.

Waterfront Path

- Enter the final fenced section to see two SWAT guards cornered by a group of Zombies. Help the SWAT by killing the Zombies.
- Talk to a SWAT guard. He brings up some painful memories, then apologizes and hands you a nice vial of 400 Health.
- Continue forward to the entrance of an amphitheater off to the left.
- Enter the amphitheater.

Amphitheater

As you enter the amphitheater, the shadow agent calls you again. He stresses the value of the Brain Circuit and Bobby. He wants them retrieved undamaged. Boy, he talks funny.

- Walk down into the amphitheater. The gates slam shut automatically behind you...and guess who rises up out of the stage?
- Golgotham summons in another mixed group of enemies. You must destroy them to reopen the gates.
- After the battle, enter the door at the back of the stage and go left, then climb the two steps and curve right, following the fence along the raised path.
- Cross the small bridge. You get a call from Frost. She has some background info on Professor Troy.
- Continue forward over the bridge, up the staircase, and out onto the street.

Waterfront Streets

- Veer right and talk to the SWAT guard at the striped gate. Wouldn't it be nice to have, say, a DNPC badge?
- Turn around and follow the street around the corner until you find a small alley off to the right.
- Enter the small alley and defeat the Zombie. Say, isn't that your DNPC badge?

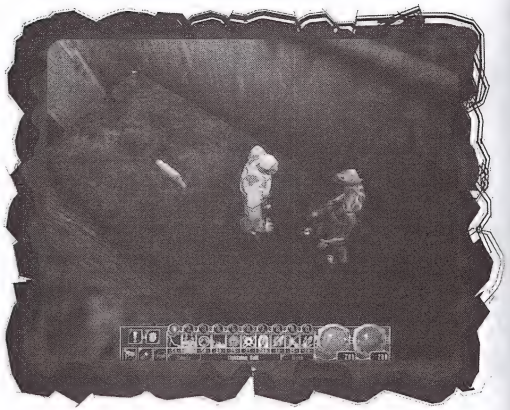
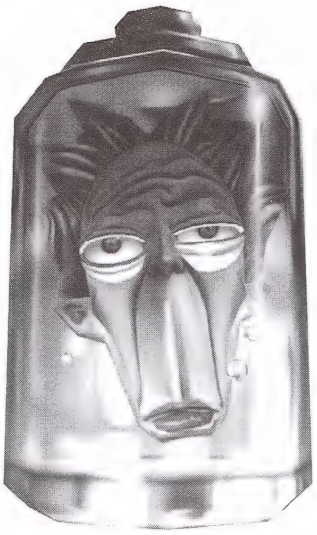


Fig. 5-21. This flesh-eating freak likes dark alleys and bright shiny things such as Cain's DNPC badge. Cain helps resolve his conflict with a nice blast of Sphere of the Demon.

- Pick up the badge. You say, "I'll never take this thing for granted again."
- After you have the badge, return to the SWAT guard at the striped gate.
- Show the guard your badge. He opens the gate.
- Walk through the gate.
- Follow the road to the next pair of guards and watch the amusing exchange.
- Take a few steps up the road until you find some wooden dividers on each side.



SPECIAL SECRETS

Secret Talent!

- Just beyond the two guards is a section of the path with four wooden dividers on each side.
- Face the four dividers on the right.
- Sling a Fireball into the second divider from the right to blast it away.
- Go through this gap and run straight down the path to the Demonstrike Glyph Talent.
- Grab the Talent and return through the gap to the main path.

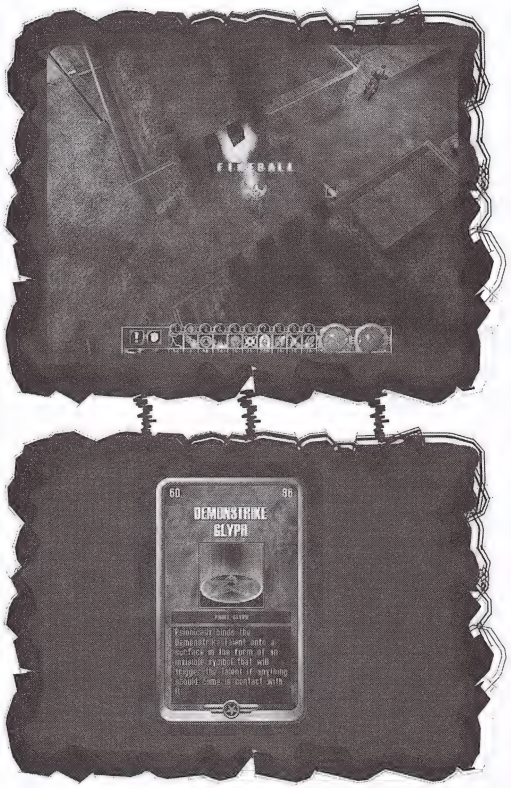


Fig. 5-22. Cain shatters this fencepost with a few fireballs, then runs through and grabs the Demonstrike Glyph Talent.

Drawbridge

- Continue up the road until you encounter Strassburgh and his men. He says the Bone Priest's barge is docked on the other side of a drawbridge just ahead.
- Follow Strassburgh and his men to the drawbridge. Oops. Somebody raised it.
- Talk to Strassburgh. When he asks you to lower the bridge, select "I suppose so." Strassburgh gives you some directions and a Bridge Access Card.
- Turn away from Strassburgh and veer slightly right into the alley.
- Follow the alley (zapping some Zombies along the way) around a series of corners until you reach a fenced balcony.

Bridge Station

When you reach the balcony, the camera angle swivels behind you and you see the bridge station across the gap. See the wall switch just to the right of the "Caution" sign? (See Figure 5-24.)

- Stand at the balcony's gate and use your Telekinesis Talent on the wall switch. This sends a platform over to you.

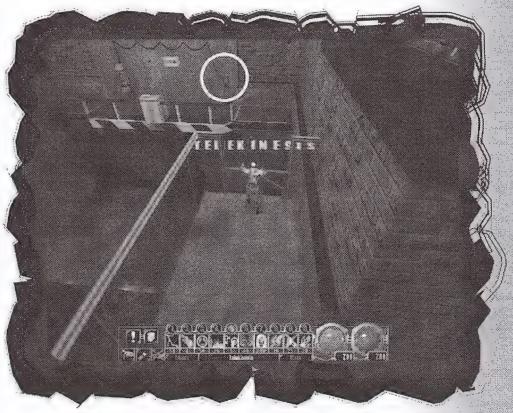


Fig. 5-23. Cain uses Telekinesis to flip the wall switch\ (circled here) over on the bridge station platform.

- Step onto the platform, then use Telekinesis on the wall switch again to ride to the other side.
- Approach the computer in the middle of the platform. You automatically use the Bridge Access card to lower the bridge.
- Go to the far side of the bridge platform and use Levitate to cross to the other balcony.

Fig. 5-24. Cain uses his handy Levitate Talent to cross from the bridge station to the far balcony.

- Follow the path until you reach an alley blocked by a chain-link fence.

Drawbridge Area

Three Zombie Masters spawn in on the other side of the fence while Strassburgh and his men advance across the bridge. You get nailed by Psi-suppressant grenades and can only watch helplessly as the three Zombie Masters wipe out Strassburgh and his men.

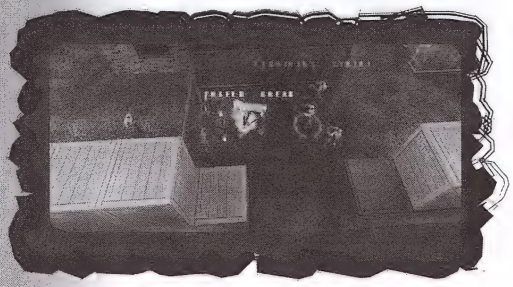


Fig. 5-25. The Zombie Masters massacre Strassburgh and his entire squad while a suppressed Cain can only watch.

- Turn around and try the door of the building opposite the fence. Locked! But note its location for later.
- Go back around to the bridge station.

Bridge Station

- When you reach the balcony across from the bridge station, use Levitate to float across the gap.
- Try to activate the switch. A fuse blows!
- Go back to the area where you witnessed Strassburgh's death.

Computer Center

- Enter the building that was previously locked. The door opens now.
- Enter and turn left. See the fuse on the wall?
- Grab the fuse. It's perfect for the bridge station...but unfortunately, the acquisition blows a computer, locks the door, and activates a Zombie spawner.
- Defeat any Zombies that spawn and then destroy the Zombie spawner. The door unlocks.
- Exit the building and take the fuse back to the bridge station.

Bridge Station

- When you Levitate over to the control station, you automatically replace the blown fuse.

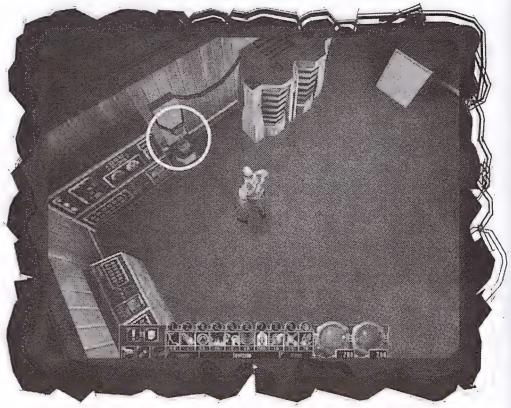


Fig. 5-26. Cain borrows this fuse (circled) from the Computer Center and uses it as a replacement at the bridge station.

- Step onto the left platform. Stand on the edge, as close to the wall switch as possible.
- Flip the switch and ride the platform over to the other side.
- Retrace your steps around to the wooden bridge.

Drawbridge Area

- Cross the lowered bridge.
- Follow the path to the spot where Strassburgh was killed. He left behind the Lightning Bolt Talent. Acquire this baby.
- Turn left and approach the stacks of DNPC crates.

LIGHTNING BOLT
Hurls a powerful bolt of lightning that travels along a straight path and will explode on contact, damaging anything within close proximity to the blast.

Fig. 5-27. Strassburgh's Lightning Bolt is expensive to use, but it packs a huge, 216-point punch.

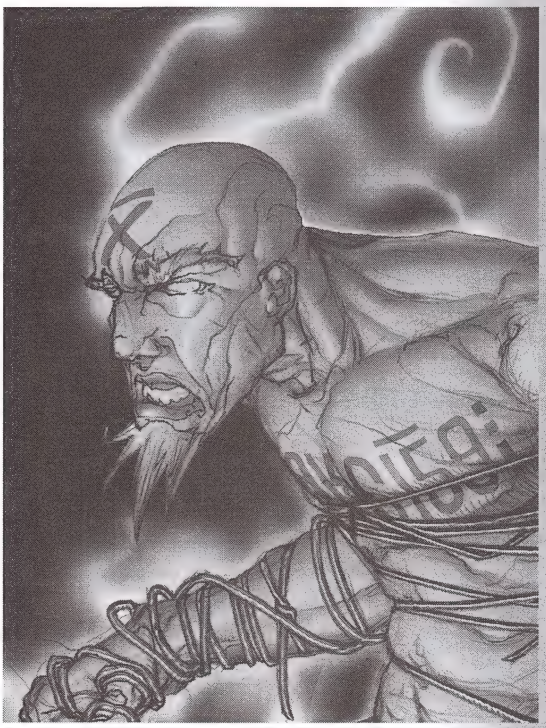
Storage Yard

Two of the Zombie Masters who murdered Strassburgh appear and summon a host of Zombies. You are badly outnumbered and surrounded in this fight near the Storage Yard. This might be a good place to wield the powerful Lightning Bolt Talent, if your Sanity rating is high enough. It inflicts 216 points of damage, but costs a whopping 54 Sanity per shot.

- Destroy all enemies with a vengeance!
- Make your way through the maze of boxes. Around the first corner to the right, you encounter a pair of thugs.
- Defeat the thugs. A gate opens nearby.
- Go through the open gate and follow the pathway through the crates to find an open area with a huge ramp.
- Approach the ramp to encounter the Bone Priest. He orders another group of weak thugs to attack you.

Fig. 5-28. The Bone Priest doesn't think too highly of Cain.

- Defeat all of the thugs to gain access to the ramp.
- Walk up the ramp and acquire Cain's gun.
- Continue up the ramp to the barge. This ends the level.



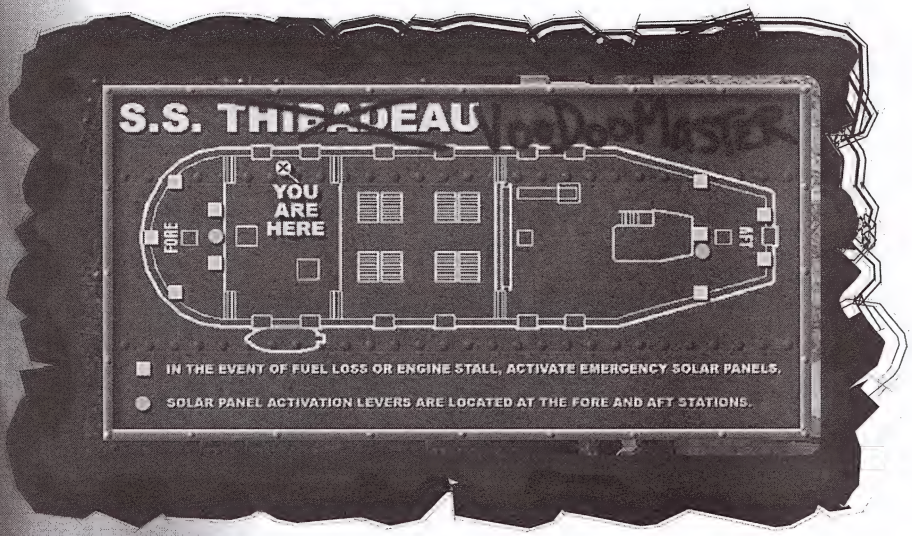

S.S. THIBADEAU
YOU ARE HERE
FORE
AFT
IN THE EVENT OF FUEL LOSS OR ENGINE STALL, ACTIVATE EMERGENCY SOLAR PANELS.
SOLAR PANEL ACTIVATION LEVERS ARE LOCATED AT THE FORE AND AFT STATIONS.

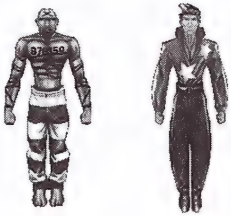
Fig. 5-29. Here's the diagram of the barge. Note in particular the locations of the solar panel activation levers (orange dots), both fore and aft.

Level 17: The Bone Priest (Boss Level)

Here's a boss fight with an interesting twist. The Bone Priest, like Priscilla Divine, has developed a nearly impenetrable Psionic shield, drawing energy from the tortured souls of the dead in the barge's cargo hold below. Your Psionic powers, however strong, can't break the voodoo master's protective cocoon. So you must find another way to get to Ajani Namdu.

Aft

- Let's go aft first. From the start point (facing the ship diagram on the port side), turn around and go straight across the deck to the starboard (right) side of the barge.
- Note the speedboat moored to the barge. Then turn left and use the stairs.
- Note that the hold of the barge is brimming with tortured souls of the dead. What a powerhouse for Psionics!



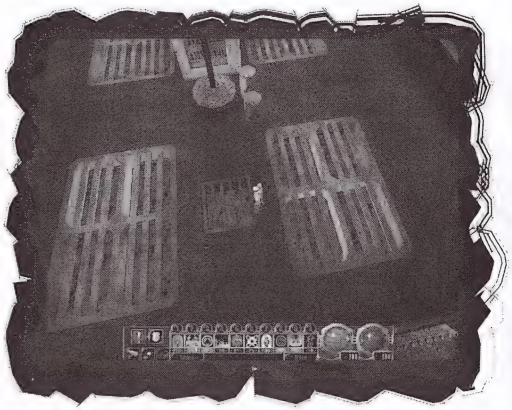


Fig. 5-30. The barge's hold is full of tortured souls of the dead. The Bone Priest can draw on its energy to cast a mighty Psionic shield.

- Continue walking aft and down the stairs. You find the Bone Priest in the ship's control room. After intoning some deep threats, the Bone Priest teleports to the aft deck of the barge.
- Walk to the right (far) side of the control tower. Don't walk all the way around yet!

The Bone Priest: Aft Deck

Remember the boat diagram? This barge features several emergency solar panels activated by switches fore and aft. You say, "If it weren't the middle of the night, I bet I could use those solar panels to burn this fool." But how would you activate solar panels at night? Geez, you'd need some sort of sun-related powers or something.

TIPS FROM THE TESTERS

Defeating the Bone Priest

By Francis Choi, Fox Tester

Use Telekinesis to pull the switch that opens the aft solar panels. This way, you can keep well out of the Bone Priest's line of fire at first, avoiding damage for a few precious seconds. (See Figure 5-32.)

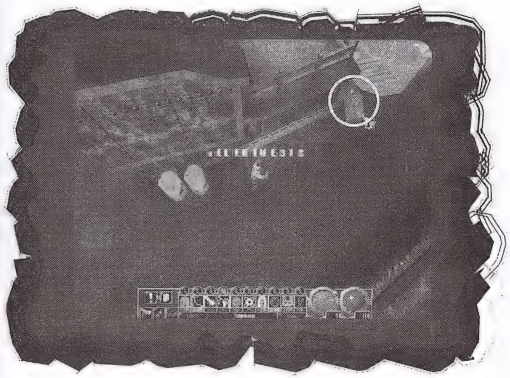


Fig. 5-31. Cain faces the Bone Priest twice on the aft deck. Both times, avoid damage by flipping the solar panel switch (circled) from this position using Telekinesis.

Later, after you light up all five solar panels with Star Blast, activate a good strong shield, run at the Bone Priest, and shoot him with a few Lightning Bolts.

After the Bone Priest teleports away from either deck, mop up any remaining Zombies and then wait a few moments. The Sanity and Health power-ups (both fore and aft) spawn at regular intervals, so you can replenish your supply 100 percent before you go after the Bone Priest again.

TIP

Aft Deck

Spot the solar panel activation switch. (See Figure 5-32.) Be sure you have Star Blast available for use on your Active Talent Bar.

- Flip the solar panel switch. (You can do this from a distance with Telekinesis.) This opens the five aft solar panels.
- After all five solar panels are deployed, fire any of the Sun Talents at each panel to activate solar rays. Star Blast is the best. Fire quickly! The panels stay lit only a few seconds.

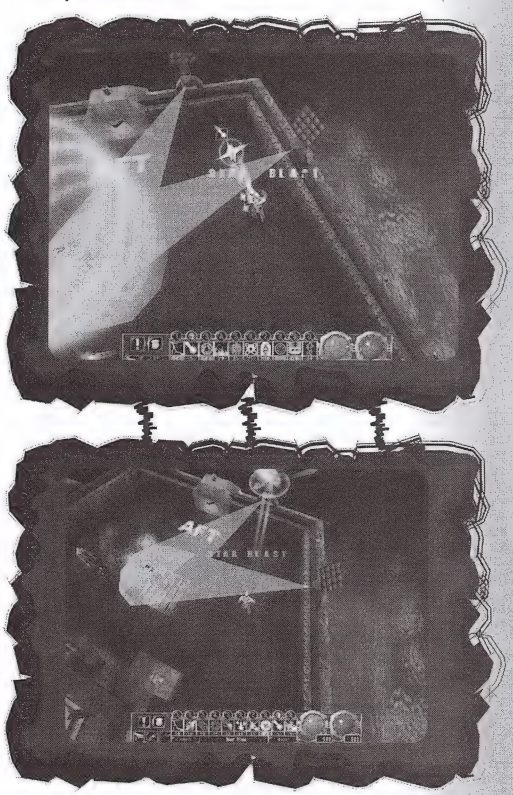
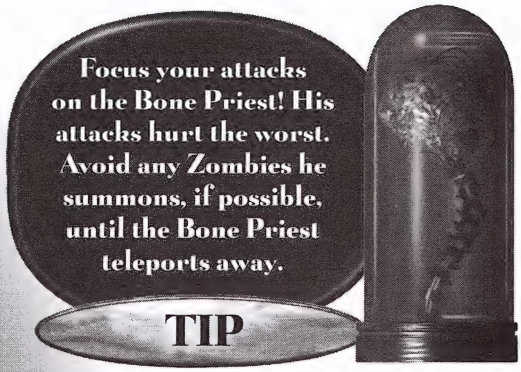


Fig. 5-32. Cain slings a Star Blast at each solar panel. When all five shine on the Bone Priest, the combined rays burn through his shield for a moment.

Only the combined rays of *all five* solar panels will disintegrate the Bone Priest's shield, leaving him vulnerable to your Talent of choice. But again, your window of opportunity is limited. By the time you hit the fifth solar panel with a Star Blast, the other ones may be ready to dim. Of course, the whole process is made even more complicated by those darn Zombies, summoned by the Bone Priest to harass you.


Focus your attacks on the Bone Priest! His attacks hurt the worst. Avoid any Zombies he summons, if possible, until the Bone Priest teleports away.
TIP

- When the Bone Priest's shield is down, hit him with any good projectile Talent. The damaged voodoo man teleports to the fore deck at the other end of the barge.
- Replenish your Health and Sanity and go toward the fore deck.

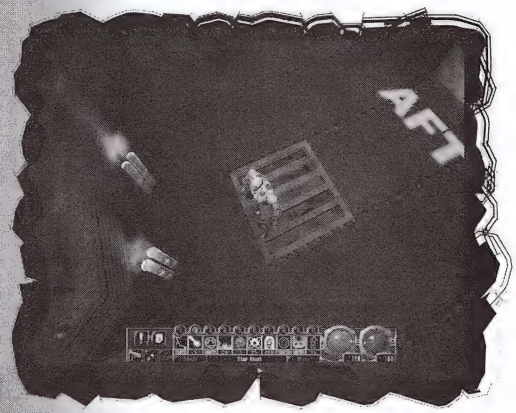


Fig. 5-33. Each lovely double-vial of serum (worth 200 Health or Sanity) re-spawns a few seconds after Cain grabs one. So if his meters are really low, just hang around a while before chasing the Bone Priest again.

Fore Deck

- Dodge the attacks of the Bone Priest and use Telekinesis on the small switch panel directly in front of him.
- Repeat your previous attack sequence on the Bone Priest—hit the switch to open the solar panels, activate all five panels with quick Star Blasts, then zap the Bone Priest when his shield is down. He teleports back to the aft deck.
- Defeat any remaining Zombies.
- Replenish your Health and Sanity and go aft again.

Aft Deck

- Repeat the attack one last time. A successful final attack destroys the Bone Priest.
- Grab the goodies the Bone Priest leaves behind—Talents for Hands of the Dead, Summon Zombie, and Pit of Venom, plus one Sanity container and one Health container.

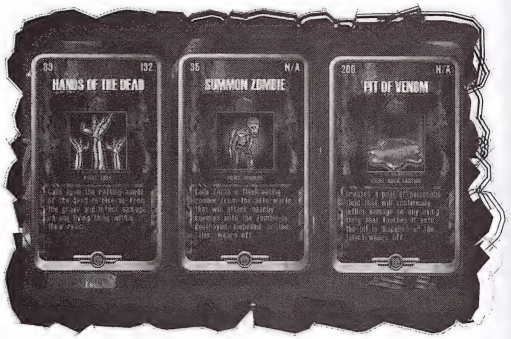


Fig. 5-34. Here's the Talent bonanza Cain reaps from his defeat of the Bone Priest.

- Head toward the fore deck up the port (left) side of the barge, mopping up any remaining Zombies. Frost calls and reports that the "other side of the river" consists of a power station and a meat plant.
- You should find an open gate along the port gunwale. Walk through to board the Bone Priest's speedboat. This ends Chapter 5.

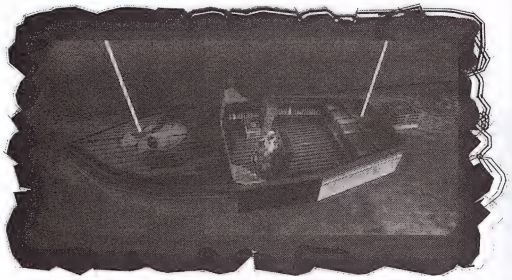
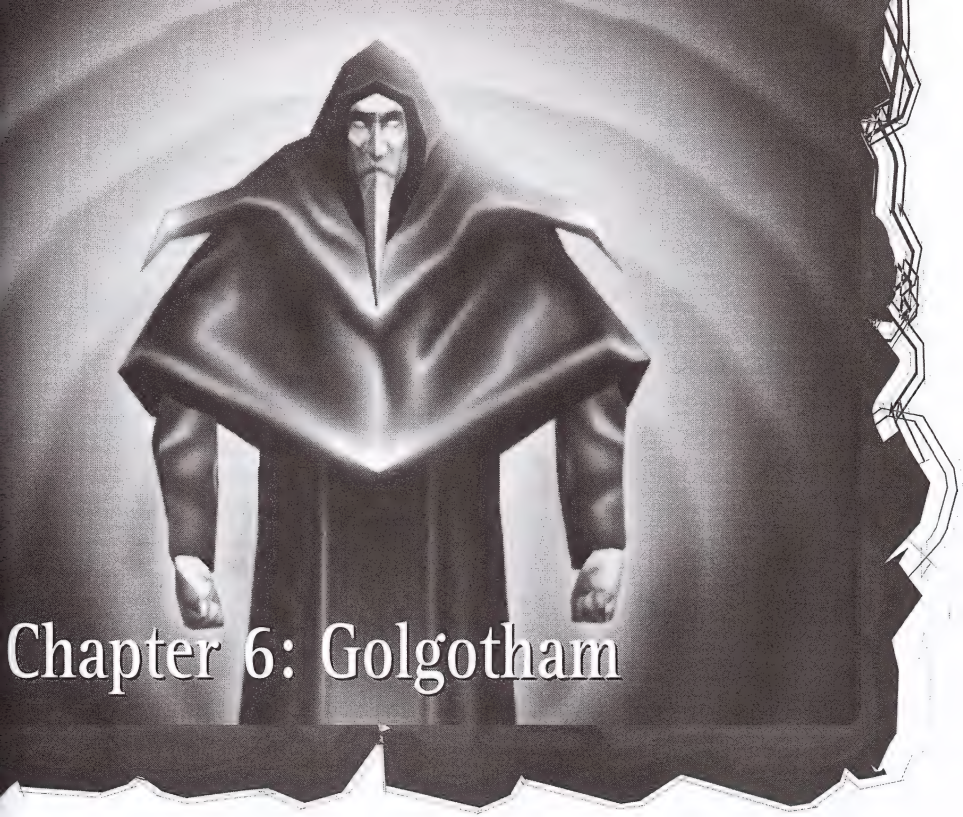
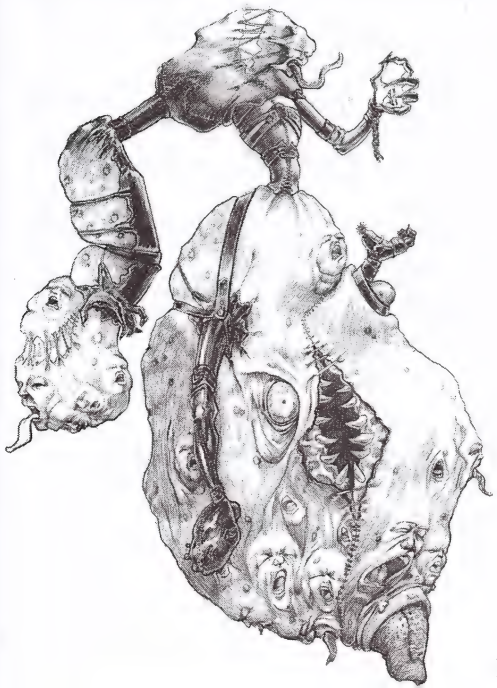


Fig. 5-35. Cain steps onto the Bone Priest's speedboat for a quick ride to Chapter 6.



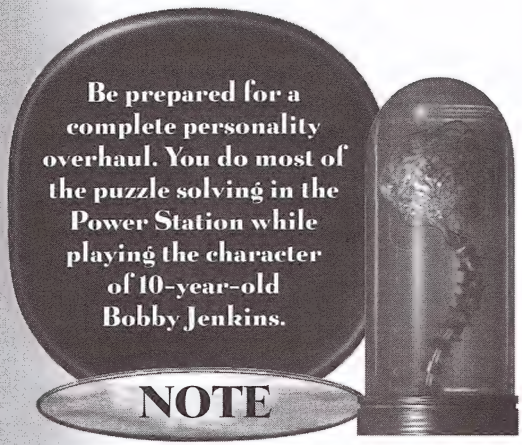
Chapter 6: Golgotham

That's right, the big bad guy, finally. But Cain has to work through one crazy, savage chapter to get to the hooded menace. These four levels present a very, very stiff challenge in all areas—combat, navigation, and puzzle solving.



Level 18: Power Station

Cain docks the Bone Priest's speedboat at the Central Power Station, a place clearly designed and built by paranoid engineers. Although no demonic minions roam the halls, the station features room after room of devilish navigation puzzles and some insanely brilliant security systems. What a blast! Of course, Abel lurks amidst the power grids and generators. What better place to energize a nasty sibling rivalry?


Be prepared for a complete personality overhaul. You do most of the puzzle solving in the Power Station while playing the character of 10-year-old Bobby Jenkins.
NOTE

Power Station Entrance

- Move along the dock and up the stairs.
- At the top of the stairs, Golgotham rises in front of the power station's main entrance.

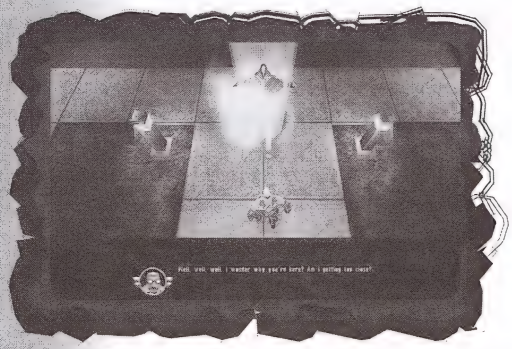


Fig. 6-1. He sure loves that rising-up-from-the-ground thing, doesn't he?

Here's an interesting conversation. Golgotham does indeed have the Brain Circuit...but not Bobby Jenkins or the artifact, despite what the Bone Priest told you earlier. Did Bobby escape from his voodoo captors? And where's the head? After the obligatory exchange of insults, Golgotham summons another cross-Totemic menagerie of Psionic slaves.

- You know the drill. Destroy them all to open a side gate.
- The front door is wrecked and impassable, so go left through the opened gate and take the path around the side of the station. Agent Frost calls.

Frost says some DNPC units are en route to the nearby meat plant right now. You plan to look for Golgotham in the Power Station first. Frost recommends care, as she's picking up high Psionic readings from the station.

- Follow the path until it ends at a shattered bridge.
- Use Levitate to cross the broken bridge.
- Off to the right, there is a small platform, with Health power-ups on it that you can Levitate to, as well.
- Continue along the paved walk and through the service entrance into the blasted lobby. You say, "Man, what happened here?"

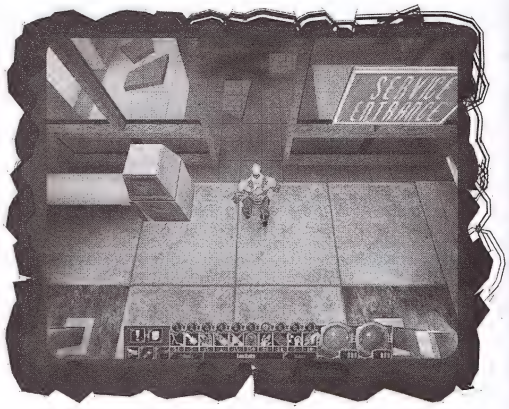


Fig. 6-2. Cain enters the Power Station through this service entrance on the left side of the building.

Lobby and Halls

- Follow the red tiles past the front desk and around the corner to the left.
- Continue down the hall. You approach a station worker and ask what happened.

The worker describes a Psionic "lightning and electricity" attack by a familiar-sounding aggressor: Abel. Sounds like he was chasing Bobby at the time, too.

- Continue down the hall past a group of four offices and two more injured plant employees. One says, "That guy threw electricity around like he was channeling it from the station or something."
- At the "T" intersection, turn right.
- Open the door at the end of the hall and enter the catwalk area.

Catwalks 1

- Go right, then take the first left and proceed to the edge of the broken catwalk.
- Levitate across the gap.
- Take the next right and throw the switch at the end of the catwalk. This opens a large security door back in the lobby.

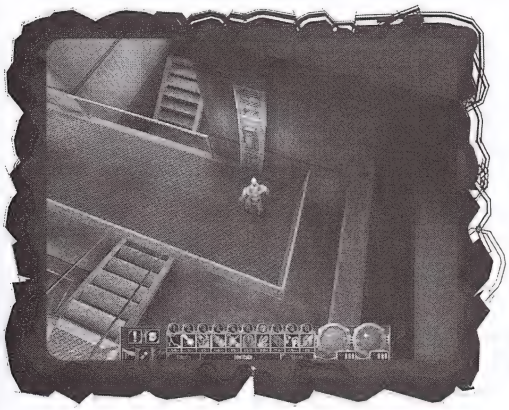


Fig. 6-3. Cain pulls this switch in the catwalk area to open a security access door back in the lobby.

- Retrace your route back to the lobby and go through the newly opened door.

Catwalks 2

- Inside, go left and then take the stairs down.
- Follow the narrow walkway; Agent Frost calls again. You report that Abel is after Bobby, who must have escaped from the Bone Priest's men.
- Walk forward through another door. You automatically walk out onto another catwalk.

Abel is here, and tells you he's fetching Bobby for Golgotham. The brothers posture a bit—sibling rivalry is natural, you know—and then Abel performs the familial gesture of blowing up your catwalk. You fall into a room below. The screen fades to black...

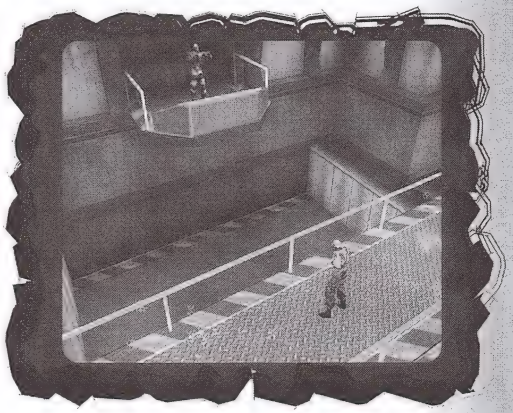


Fig. 6-4. After their little family reunion, Abel drops Cain into a compactor pit. Now what?

File Room

Here's Bobby, talking to our favorite Artifact. The two hide in some sort of file storage room full of cabinets and drawers. Bobby's a little scared, just because a mutant killing machine wants his brain. Well, as the head so sagely advises, "It's OK to be afraid as long as you don't openly admit it to anyone." And then we fade to black again.

Compactor Room

You're on the floor, trapped in a room where the walls start closing in...followed by another fade to black.

File Room

Now we return to Bobby, but with a fascinating twist—you *are* Bobby. You no longer have your Talents, but only Bobby's. That's right, you're suddenly a genetically engineered Psionic 10-year-old in a baseball cap. You also happen to have a head in your backpack. Don't worry, the head's alive and talking. Bobby can use Talents without any cost to his Sanity. This is due to the fact that he is the first successful recipient of Dr. Aiken's in utero Super Serum.

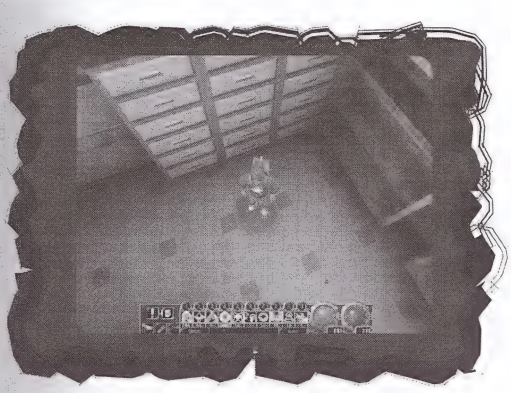


Fig. 6-5. Now you're Bobby. But you're not alone.

- Exit the file storage room.
- Go left and run up the stairs at the end of the hall.

Acid Pool Room

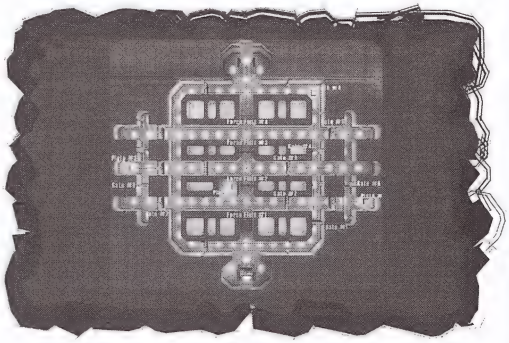
At the top of the stairs, Bobby runs into a large room with a big, dark, acidic pool in the middle and no apparent way to get past it. Forbidding! But as the artifact tells him: "There is a solution to every single problem you will ever be faced with."

- Turn left and walk to the end of the metal ledge.
- Step onto the small yellow extension extending from the ledge.
- Cast Reveal and watch until the moving platform appears in the water.
- When the platform reaches the extension, quickly step onto it.
- Ride the moving platform to the middle of the pool and cast Reveal again to find a second platform moving across the water.

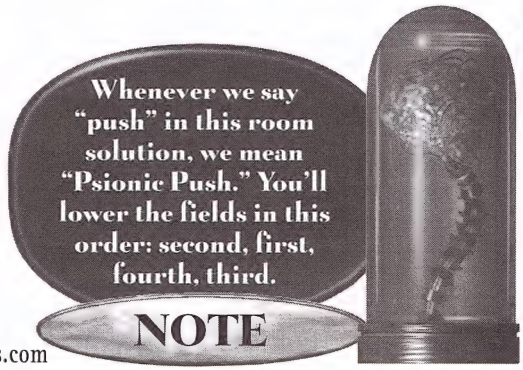
Fig. 6-6. Bobby stands on the yellow ledge and uses Reveal to see the moving platform. Then he hops aboard.

- When the two platforms pass, step quickly onto the second platform and ride it to the other side of the pool.
- Hop off of the platform when it swings close to the far ledge.
- Exit the room.

Energy Gate Maze



Time to push walls. In this room, Bobby must use his Psionic Push Talent to slide metal gates, creating paths to a series of four pressure plates on the floor. Each pressure plate lowers one of the four force fields blocking the center aisle. If you get stuck or lost, you can throw the manual override switch near the maze entrance to reset all gates and start over. Here we go.


Whenever we say "push" in this room solution, we mean "Psionic Push." You'll lower the fields in this order: second, first, fourth, third.
NOTE

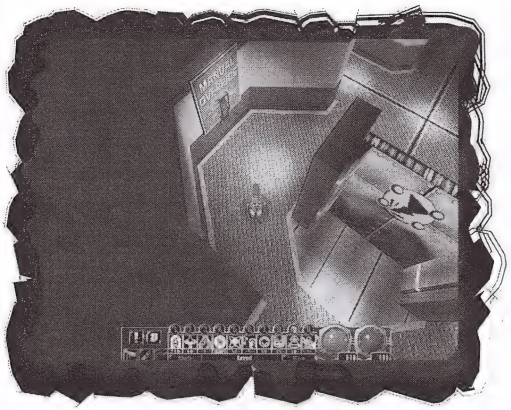


Fig. 6-7. Bobby pushes the metal gates to reach four pressure plates that deactivate the force fields. If he loses his way, just hit the manual override switch and start over.

- From the maze entrance area, go right and follow the passage around to the metal gate. Use Psionic Push on the gate to slide it back.
- Take the next left and push that metal gate. Follow this gate as it slides down the corridor, then turn right and step on the pressure plate. The second force field lowers; you run to see this.

Fig. 6-8. Here's Bobby's objective: Step on all four of these pressure plates to deactivate the force fields.

- Run forward over the lowered force field, then turn right, to the next gate. Push it.
- Follow this gate as it slides, then go left and push that gate.
- Take the next right turn and push that gate.
- Take the next right, walk down the hall to the gate directly in front of you, and push it.
- Take the next left into an alcove and step on the pressure plate. This lowers the first force field.
- Turn around and take a right out of the alcove, then take the second left. (A gate blocks the first left.)
- Walk forward through the center of the maze; this is a long walk that leads you between the third and fourth energy gates. When you reach the end (at a gate), turn left.
- Go to the second gate on Bobby's right (the last gate before the corridor curves left) and push it.
- Take the next right and push that gate.
- Take the next left into an alcove and step on the pressure plate. This lowers the fourth force field. One more to go!
- Return to the center of the maze this way: From the floor panel alcove, go right, left, left, second right (the first is a gate), then turn left in the center aisle (the one with the force fields) and run over the lowered fourth force field. Just ahead lies the maze exit area. But the exit door is closed! What now?
- Take the next right, walk to the corner, and step on the pressure plate. This lowers the third force field. Now the center aisle is clear of barriers.

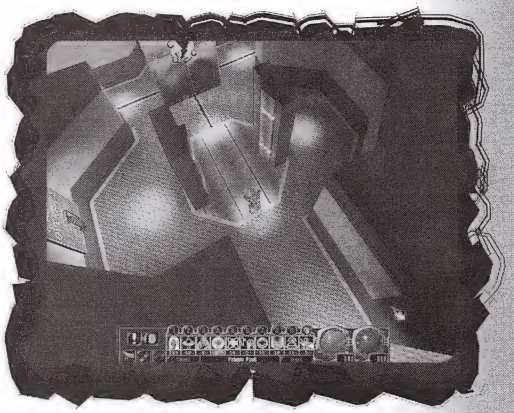


Fig. 6-9. After the center aisle is cleared of force fields, Bobby should push the entry area gate down the length of the aisle.

- Run back to the center aisle—all four force fields should be down now. Go down the center aisle to return to the maze entrance area. On the way, notice how the floor groove (a gate track) runs the length of the center aisle.
- Push the first wall. Follow it as it slides down the entire length of the maze and opens the far exit doors.
- Exit the maze.

As you exit, you have a nice bonding moment with the head, which admits it has no name. You think everybody ought to have a name. So the guy in your backpack is now Ted the Head. And what about our man Cain? A quick cinematic shows the walls closing in, literally.

Floating Platforms Puzzle

The next room features another acid pool far below, four stationary bases in the corners, and a series of moving platforms connecting the corner bases. For the purposes of this puzzle solution, let's assume that the direction Bobby faces as he walks straight into the room is north. So we start on the room's southwest corner base.

Your goal is to reach the base directly to the east (in the southeast corner of the room) to flip a switch and exit the room.

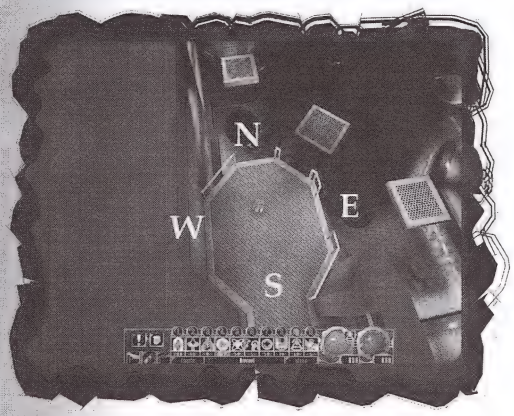


Fig. 6-10. This shot of the starting point shows the directions we refer to in our walkthrough solution.

- Use Reveal in each direction to show the moving platforms. One "docks" with the base from the north, one from the northeast, and one from the east. (See Figure 6-10.)
- Step onto the platform moving to/from the northeast.
- As this platform reaches the middle of the room, cast Reveal again to see another platform moving to/from the northeast.
- When the platforms meet, step across to the second platform, ride it to the northeast base, and step onto that base.
- Step to the west edge of the northeast base and cast Reveal. You see another moving platform that slides sideways past the base, then floats west.
- Step onto this moving platform to the west.
- Cast Reveal again to see another moving platform to the west. Step onto this platform when it slides sideways past your current ride.
- Ride this next platform over and step onto the northwest base. As Ted the Head says, "Now who the hell puts invisible moving platforms in a Power Station?"
- Step to the southeast edge of this platform and step onto the platform moving to/from the southeast.
- Halfway across, step onto another platform moving to/from the southeast. Ride this over to and step onto the southeast base.
- Flip the switch at this platform to open the door and exit the room.
- Descend the stairs to the cooling room.

Cooling Room

- This is the ground floor of the cooling room. Go up the stairs opposite the ones you came down and step carefully to the right side of the broken catwalk.
- Go left at the intersection and stop at the entrance to the hallway with the giant steel crushers lining it.

Yes, Ted's right, this is an absurd Power Station. But no one can say it's not fun. This looks like a job for...Wave of Repulsion!

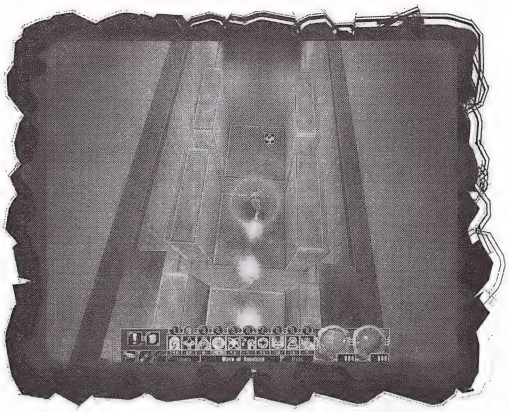


Fig. 6-11. Wave of Repulsion keeps this hallway from crushing Bobby.

- Use Wave of Repulsion to deflect the crushing walls as you walk down to the end of the hallway.
- Flip the wall switch to open a door back down on the cooling room's lower level.
- Go back downstairs—careful stepping by the broken catwalk—and go through the door you just opened. (It's right next to the hardhat worker.)
- Follow the corridor to the rolling cylinders.

Rolling Cylinder Room

- Run across the cylinders to the far side of the room. The idea is to veer slightly against the direction of each cylinder's rotation.

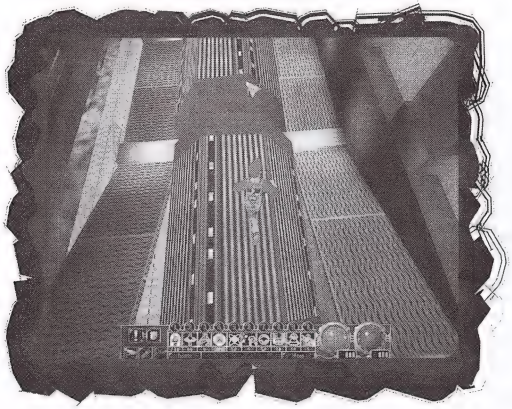


Fig. 6-12. Bobby runs across the cylinders, veering against the spin direction of each cylinder.

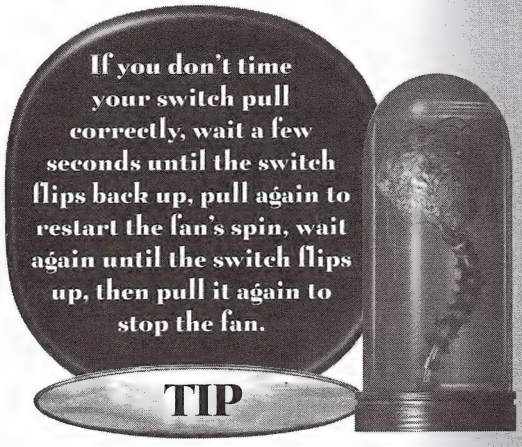
- When you reach the other side, we get a glimpse of the trapped Cain, who gets a call from Agent Frost.
- Follow the corridor to the "T" intersection and go left.

Generator Room (Spinning Fans)

If you'd gone right at the "T" intersection, you'd come to a force field blocking the corridor. By heading left instead, you reach a generator room with spinning fans. Once there, you automatically stop and spot the wall switch on the other side.

Note also a spinning Truth Totem Talent near the switch. Bobby has the full complement of Truth Totem Talents. But Cain might find it useful later...if he manages to get free.
NOTE

- Continue down the corridor, up the stairs, and onto a control platform with three switches.
- Pull all three switches (in no particular order) so that each fan's blades stop spinning when bridging the platforms on either side. This creates a bridge across the room.


If you don't time your switch pull correctly, wait a few seconds until the switch flips back up, pull again to restart the fan's spin, wait again until the switch flips up, then pull it again to stop the fan.
TIP

- Careful here! Walk across the fans until you reach the far platform, but don't try to cross the collapsed catwalk.
- Instead, use Telekinesis to throw the switch that lowers the force field door at the other end of the hall.

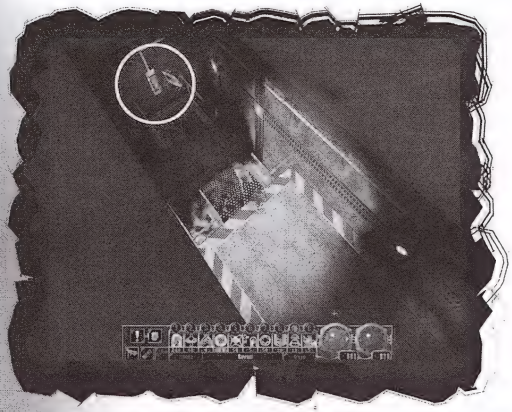


Fig. 6-13. Bobby shouldn't run off this collapsed catwalk! Instead, he should use Telekinesis to flip that far wall switch (circled here).

- Go back across the fan blade bridge to the main hallway, turn left, and follow it through the now-lowered force field.
- Continue through the doorway into the steam vent room.

Steam Vent Room

- Entering this room triggers a conversation with Ted the Head, interrupted by Cain's call for help.
- Walk forward to the door.

You talk with Cain and learn his predicament. Then Abel enters the room and locks the door, trapping you in with him. This wide room has two steam vents, one on either end of the room, and a corresponding switch on the wall next to each vent. The confrontation takes place in two stages.

Stage 1

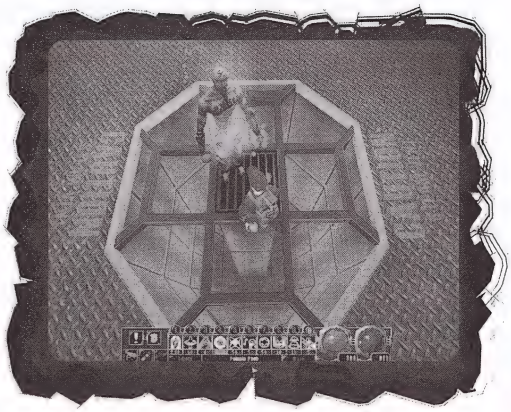


Fig. 6-14. Bobby stands next to a steam vent and annoys Abel with a Psionic Push to lure him over the vent. Then he uses Telekinesis to flip the vent switch, steaming Abel even further.

- Avoid Abel's attacks and run next to a steam vent, keeping the vent between Bobby and Abel.
- Quickly! Use Psionic Push to shove Abel. He gets angry and says, "Come here, kid!" and then charges at Bobby, standing over the vent.
- Switch to Telekinesis and use it on the vent switch corresponding to the steam vent where Abel stands. This damages Abel, and he says, "Not bad, kid. I may have underestimated you."
- Repeat this process until Abel is damaged sufficiently enough to announce, "All right, kid. Play time is over." This begins Stage 2 of the battle.

Stage 2

- Now Abel uses only the powerful Lightning Bolt on you. Your goal: Run over to the control panel of the locked door restraining Cain, and then wait for Abel to shoot a Lightning Bolt at you.
- When Abel fires the Lightning Bolt, step aside quickly. The bolt hits the control panel and breaks open the door.

Fig. 6-15. Bobby stands in front of the door control panel, drawing a Lightning Bolt shot from Abel, and steps aside to free Cain.

- After Cain breaks free, he runs out to confront Abel. But Abel whips up another Wave of Force, knocks Cain back into the compactor room, and escapes with Bobby and Ted the Head in tow. You begin playing as Cain again.
- Run out of the compactor room to see Abel kidnap Bobby and Ted the Head. You can't catch them yet, so let's go ferret out another secret Talent.

SPECIAL SECRETS

Secret Talent!

- Go through the door directly across from the compactor room. (This is where Bobby entered the steam vent room.)
- Continue straight past the "T" intersection to the generator room where Bobby stopped the spinning fans.
- Walk across the bridge of fans to the fallen catwalk.
- Use Levitate to float across to the switch platform.
- Grab the Wave of Repulsion Glyph Talent.

Fig. 6-16. Cain can levitate to the platform Bobby couldn't reach, thus nabbing the Wave of Repulsion Glyph Talent.

- Go back to the steam vent room.

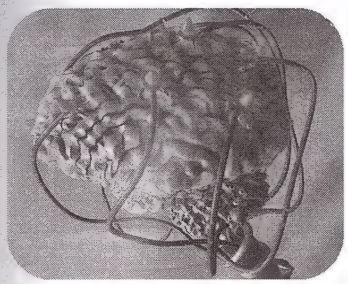
Talent Bonanza!

- Enter the steam vent room and take the exit to the left, the one through which Abel and Bobby left.
- Follow the corridor into a room where six, count 'em, six Talents spin and glitter.
- Scoop up this bonanza. You find three Truth Totem Talents—Shield of Truth, Wave of Repulsion, and the powerful Dispel. You also find three of Abel's Storm Totem Talents—Lightning Strike, Electrical Storm, and Electrical Storm Glyph.
- Frost calls here, too. Cain thinks Abel took Bobby to the nearby meat plant, so he's going after them.
- Follow this passageway out of the Power Station. This ends the level.

Fig. 6-17. Merry Christmas, Cain! Ho, ho, ho.

Level 19: Meat Plant

Welcome to Prime Slice Meatpacking. Red meat lovers will delight in the sights and sounds of a first-rate meat processing plant gone horribly insane. Cows with bad attitudes abound, as do maze-like puzzles that require feats of dexterity and a good mouse.



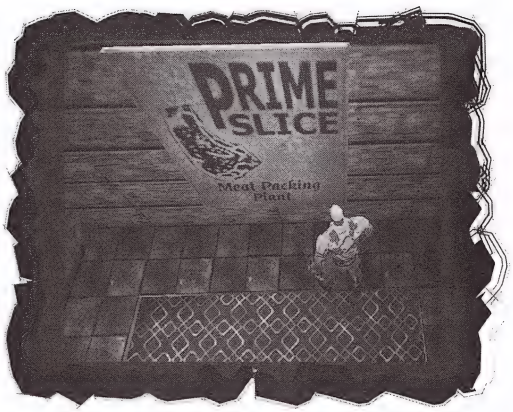


Fig. 6-18. Cain's next destination is no slice of heaven.

Corrals/Barn

- From the power station exit, go straight down the lighted path between the corrals. Agent Frost checks in, telling you the DNPC squads have set up a mobile command post in the parking lot in front of the plant.
- After the call, go through the first gate on your right.

Fig. 6-19. These cows look peaceful enough. But Cain should go out the barn door to find a DNPC mobile command post.

- The corral directly across from the one with the hay bails in it contains some cows that you can Psionically tip over.
- Navigate through the hay bales and into the barn.
- Inside the barn, take the second left and walk out of the barn.

Parking Lot

- Go straight to the pair of DNPC guards by the yellow barriers. They won't let you pass, and refer you to the officer in charge, Sergeant Blaine.
- Turn right and walk toward the DNPC truck.

You approach Sergeant Blaine, who gives you the scoop on the current situation—high Psionic readings, two missing recon teams—it doesn't sound good. The sergeant calls over a SWAT escort to lead you to the front entrance of the Prime Slice Meatpacking Plant.

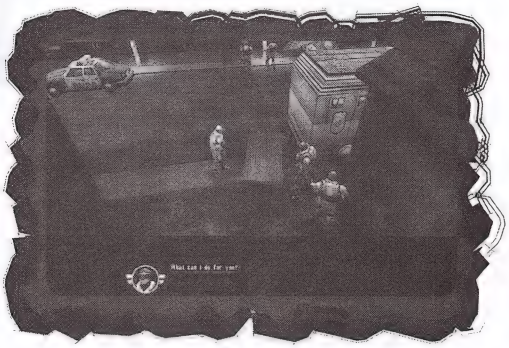


Fig. 6-20. Cain should find Sergeant Blaine to get the low-down and an escort into the meat plant.

- Follow the SWAT escort until he stops, then talk to him.
- Follow him as he walks you to the checkpoint.

After the SWAT guard gathers an escort team, you automatically follow them to the entrance. There, watch in amused horror (if that's possible) as a meat cleaver–wielding bovine mutant—a Butcher Bull—breaks down the front door.

- Wow! Watch the beast get slaughtered by the three SWAT guards.
- Do you really want to go in there? Select "Look, it's gonna take a little more than an angry side of beef to keep me out of there."
- Enter the meat plant.

Plant Entrance Area

Fig. 6-21. "Man, those were some big cows."

- Go up the stairs. You step forward and view the hanging sides of beef. What a pleasant display!
- Turn left and follow the hall.
- Blast the Zombie feeding on one of the downed SWAT guards in the corner.
- Continue down the hall until you reach a door on the left.

Catwalk Room

- Walk through the door and out onto a catwalk. You spot a dead worker with a key on the ground below the catwalk.
- Follow the catwalk through the next door.
- Destroy the two Zombies.
- Climb two sets of stairs, follow the walkway to the end, then turn right to find an opening in the guardrail leading to the corrals below.

Fig. 6-22. Cain simply steps off this walkway onto the top-most box, and then drops to each succeeding lower box.

- Step off the walkway down onto the topmost box, then step from box to box down to the ground.
- Turn to your right, follow the wall around the corrals to the door, and exit the room.
- Walk down the ramp and around the closed gate to the fence at the bottom of the corral, near the fallen SWAT guy.
- Use Telekinesis on the wall switch above the key to open the gate.
- Go back and walk through the gate that you just opened.
- Walk down to the fallen SWAT guard and pick up the key.

Fig. 6-23. After you use Telekinesis to flip that wall switch and open the gate, you can reach the key.

- Walk back through the gate and up the ramp, then go through the door to reenter the corral room.
- If you have the key, the door locks behind you and three Butcher Bulls enter the corral room from a door on the other side.

These cows are mad, and they wield cleavers for close-in fighting. But the Butcher Bulls you encounter here and throughout the level also wield an eclectic, cross-Totemic assortment of Psionic powers—Laser Beam, Fireball, Hands of the Dead, Binary Grid, Eyes of Ra, Rain of Swords, Suppress Demonology, and other Talents. (For more precise powers of each type of Butcher Bull, see the "Enemy Stats" section near the back of this guide.)

NOTE

The white-cloaked species of Butcher Bull can become immune to Death Talents, the gray-cloaked Bulls can become immune to Demonology Talents, and the powerful blue-cloaked Bulls can become immune to both Death and Demonology spells. Blue Butcher Bulls can toss those annoying Psi-suppressant spheres, too.

- Destroy all of these Butcher Bulls to open the door on the far side of the corral.
- One of the re-slaughtered Bulls leaves behind the Imprison Talent. Take it.

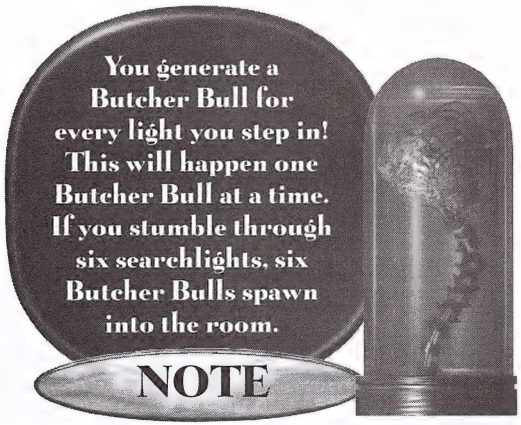
Fig. 6-24. Cain's first Butcher Bull encounter should leave him with the Imprison Talent...and a new aversion to filet mignon.

- Exit through the newly opened door.
- Follow the hallway and go through the next door into the freezer. Hey! What happened to all the hanging beef? (Take a guess.)
- Continue forward through the far door to exit the freezer and turn right.
- Go through the next door back onto the catwalk. Agent Frost calls and you report the "ghostly Butcher Bulls" you've seen. You think Golgotham is creating these creatures from the remains of slaughtered cows.

- Continue along the catwalk, up the stairs, and down the walkway.
- Go through the door on the left and use the key (from the dead guard) to open it.
- Walk through the open door.

The "T" Room

This large T-shaped hall features exit doors at both ends of the upper hall. A metal floor plate by the entry door opens both of those exit doors, but it also activates searchlights on the ground. If you step in a searchlight, all doors slam shut and a Butcher Bull enters the room to attack you.


You generate a Butcher Bull for every light you step in! This will happen one Butcher Bull at a time. If you stumble through six searchlights, six Butcher Bulls spawn into the room.
NOTE

- Save your game here. (You can reload it if you take too much damage from Butcher Bulls.)
- Step on the floor plate to see a cinematic showing the two doors open. Listen to gauge the timing. You hear 16 beeps, then the searchlights shut off and the exit doors close and lock again.
- Ready? Cast Haste, step on the floor plate, and then sprint, avoiding the searchlights and veering left at the "T" intersection. Hurry! You have only 16 beeps.
- Hustle through the door.

Fig. 6-25. Cain uses Haste, steps on the plate, and speeds around spotlights to the door on the left.

Bull Spawner Room

What's that lovely smell? Here, massive metal boxes suck cow innards from huge, bloody vats. These boxes are Butcher Bull spawners that continue to crank out creatures until you destroy the foul mechanisms.

- Destroy the first spawner. This requires *a lot* of hits. So while hammering the box, you'll likely face a number of newly spawned Butcher Bulls—which, fortunately, leave behind nice power-ups when they die.
- Walk through the opening vacated by the spawner's explosion.

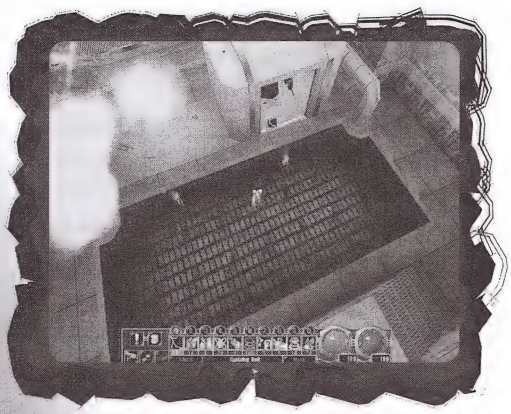


Fig. 6-26. Care for a vat o' meat? Cain blows up all three of the Butcher Bull spawners in this disgusting room.

- Go down the stairs to the second tier, where two more Butcher Bull spawners draw viscera from a bloody meat pit below.
- Destroy both spawners and any spawned Butcher Bulls.
- Go around the railing and down the ramp to the third (lowest) tier of the room.
- Kill both Zombies.
- Walk around the conveyor belt and exit through the door in the back right corner.
- Follow the short connecting corridor into the meat packaging room.

Meat Chute Puzzle

In this odd room, the object is to get a chunk of meat to slide all the way down an elevated chute to a packaging machine. But for some obscure, meat-related reason, the meat chute has six lowered sections. As the meat slithers along the chute, Cain must raise each lowered section by stepping on a nearby pressure plate. Otherwise, the meat falls and splats onto a grate.

At the end of the chute, the meat is processed into hot dogs, then packaged and dropped on a conveyor. This conveyor, when activated by the box of dogs, opens a door that presents the only way to exit the room.

- Step on the first pressure plate to see how the meat chunk slides down the chute and splatters when it drops through the first lowered section. Gross!
- Next, go down to the lower half of the room and kill the Zombie lurking there. Otherwise, he harasses you mercilessly while you're concentrating on the meat chute.
- We strongly recommend that you take a couple of relaxed dry runs along the chute's route to locate all of the pressure plates and determine the correct order. (This isn't difficult; the route is linear and easy to discern.)
- Be sure Haste is in your Active Talent Bar.
- Start the puzzle by stepping on the first floor panel at the beginning of the maze, then step on all of the panels along the course of the chute to keep the meat from falling to the floor.

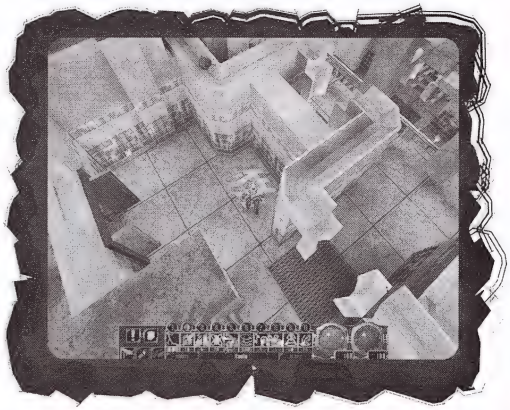
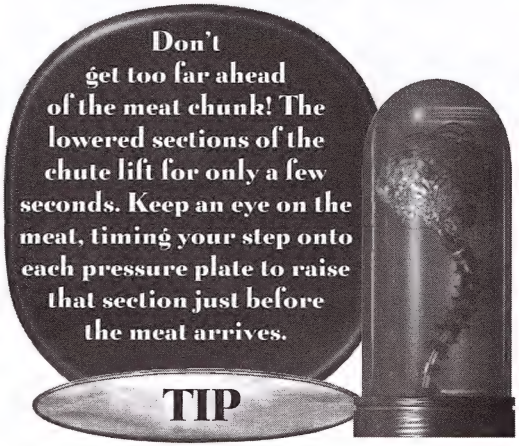


Fig. 6-27. Cain steps on the first plate to get the meat rolling down the chute. Then he keeps ahead of the bloody chunk, raising each section just before it arrives.


Don't get too far ahead of the meat chunk! The lowered sections of the chute lift for only a few seconds. Keep an eye on the meat, timing your step onto each pressure plate to raise that section just before the meat arrives.
TIP

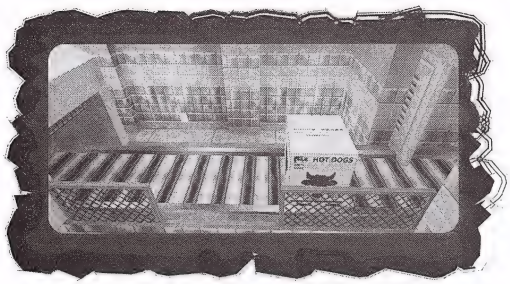


Fig. 6-28. The meat is processed into hot dogs, boxed, and then sent along a conveyor. This opens a sliding panel door (seen at the right) giving Cain a way out of the room.

- You can keep ahead of the meat at normal running speed. However, use the Haste Talent if necessary to reach the pressure plates in time.
- When the packaged meat (now a box of Prime Slice hot dogs) rolls down the conveyor, you see a cinematic of its route. Note that a panel door slides open to allow access to the next room.
- After the box completes its journey, climb the steps to the conveyor and walk through the open panel door to the next area. Be wary! Enemies await Cain.

Hallway

- Two Zombies jump Cain when he steps into this hall. Kill them.
- Head down the hallway beyond the conveyor and watch out for another Zombie.
- Destroy the Zombie and continue down the hall until you reach a set of stairs.
- Take a step down the stairs. The shadow agent calls to check on Cain's progress in retrieving what he calls "our super soldier"—Bobby!
- Go down the stairs and eliminate the trio of Zombies patrolling the hall around the next two corners.
- Now, to reach a bonus Talent, retrace your steps back to the top of the stairs (where you took the call from the shadow agent).

SPECIAL SECRETS

Secret Talent!

- Stand at the top of the staircase, facing down the stairs.
- Cast Levitate and float over to the small ledge on the left wall.

Fig. 6-29. Here, circled, is Cain's first destination when Levitating to the Talent down the hall.

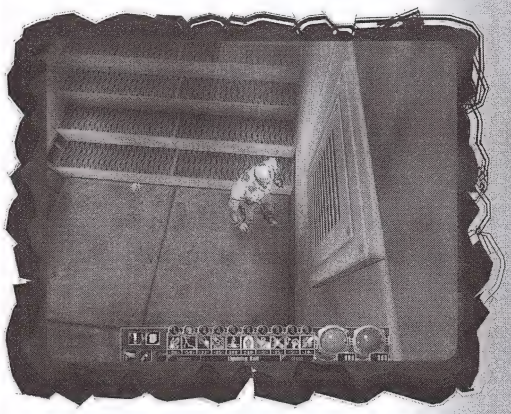


Fig. 6-30. This close-up shows just how narrow the "ledge" is.

This ledge is *very* small. (See Figure 6-30.) It's more of a wall panel, actually. When you get there, it seems almost superhuman that you can stand there. But then again, you're totally buffed and Psionic.

continued on next page

SPECIAL SECRETS

continued from previous page

- Continue to levitate from ledge to ledge down the hall and around the corners. Don't overreach here. You'll barely make it to each succeeding ledge down the hall.
- After you turn the second corner, you reach a final ledge and should see the bonus Talent spinning above the doorway ahead. Levitate over to the top of the doorway and acquire the Summon Glyph Devil Talent.
- Now you can drop to the floor or levitate ledge to ledge all the way back to the stairs and come back to this spot.

Fig. 6-31. Here's what Cain seeks—the Summon Glyph Devil Talent, perched above the doorway.

Which is better? It depends. If you drop to the floor, it knocks 50 points off your Health meter. If you use Levitate from ledge to ledge back to the top of the stairs, it burns 160 off your Sanity meter. But the destroyed Zombies probably left some generous Sanity serum power-ups along the hallway. Check your Health and Sanity meters and then choose how to get down based on what you need to conserve most.

Red Spotlight Room

These searchlight-based security systems must have been on sale recently. Even the meat plant has one. Here, you find a metal floor panel in the left-front corner and a small door on the opposite side. Beyond the small door is an important key. When you step on the floor panel, the small door opens. Unfortunately, the panel also activates a maze of fast-moving searchlights.

If a searchlight hits you, the doors lock and an angry Butcher Bull appears. You must defeat it before the doors unlock and you can try getting past the searchlights again. Also, the red search lights are infra-red and can thus detect invisibility.

It looks impassable, doesn't it? But this is a strategy guide, and we know everything...including the fact that this maze is easier to navigate than it looks. Here's what to do:

- Step on the panel to activate the searchlights.
- Back up to the wall next to the door through which you entered this room.
- Sticking as close a possible to the walls, walk around to the opposite corner of the room.

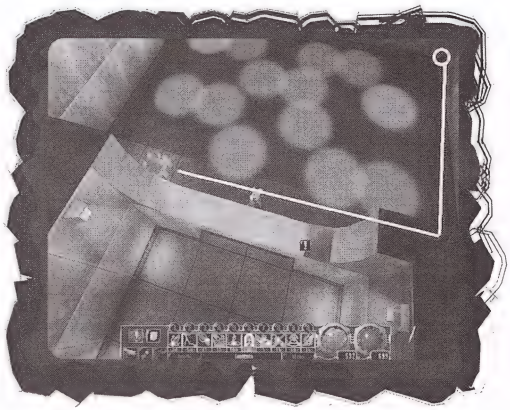


Fig. 6-32. First Cain walks leisurely along this path. The lights can't hit him if he hugs the walls tightly.

- Now watch the searchlights as they move along the last wall toward the small door. See the pattern? As they move away from your position, they proceed in stacked groups of four, with a small dark space between each "stack." (See Fig. 6-33.)

- If you're trying to avoid combat, it might be good to save your game here.
- Step forward immediately after a stack of four searchlights moves away, and walk/run in the dark space between that stack and the stack that follows.

Fig. 6-33. After Cain reaches the far corner, he walks in the gap between the searchlights, which move along the far wall in stacks of four.

- When you reach the small door, step inside and grab the key. (This disables the searchlight security system, thank goodness.)
- Time to backtrack to the T-shaped hall. Here's how: Exit the red spotlight room and follow the corridor all the way past the conveyor to the room with the meat chute. Work your way across the meat packaging room to its entrance, then continue through the room where you blew up the Butcher Bull spawners to the "T" room with the searchlights.
- Along the way, Agent Frost calls. You can she conclude that the shadow agent who keeps calling you is from the Internal Defense Agency.

The Dark Maze

- Use Haste and step on the pressure plate.
- Sprint to the door on the right side of the "T" without hitting any searchlights. Again, if you do hit a light, all doors lock and you must fight a Butcher Bull for every searchlight you hit.
- Go through the right-side door.

SPECIAL SECRETS

- From the start, go forward until you reach the first right.
- Go right.
- Turn right again.
- Follow the path to the left.
- Turn left again.
- Turn right.
- Turn right again.
- Turn left.
- Turn left again.
- Turn left again.
- Turn right.
- Go down the ramp and to the right.
- Turn right at the T junction.
- Turn left out onto the little outcropping. You should see a Talent spinning off in the darkness. Use Levitate and glide over to the Talent in the darkness. Acquire the Imprison Glyph Talent. Turn around and Levitate back and backtrack to the beginning of the maze.

Dark Room

You find yourself on a small walkway in a pitch-black room. Use the Reveal Talent from time to time to light up the walkway.

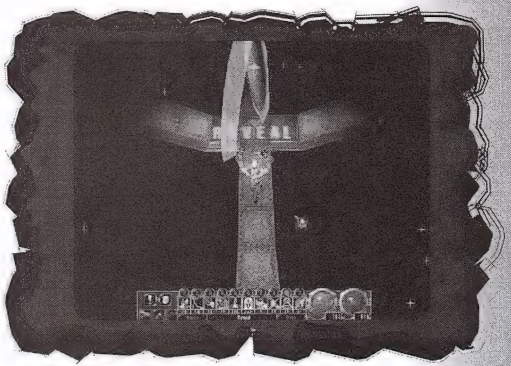


Fig. 6-34. Cain should use Reveal regularly to light his way through the dismally dark maze of walkways.

- From the start, go forward to the first intersection and turn left.
- Follow the walkway as it angles left, then continue past the next left turn until you stop at a "T" intersection. You should see the outer wall directly ahead of you.
- Turn right.
- Here's a tricky part. Follow the walkway as it jogs right, left, right, then past one left turn, then jog right and left again, until you come to a path that branches off *at an angle* to the left. (See Figure 6-35.) Take that path.
- Follow the angled path past the next "T" intersection (a right turn) until you reach a path that branches off *at an angle* to the right.
- Take that angled path to the "T" intersection and go left.
- Take that path to another "T" intersection (you should see the outer wall ahead) and go right.

Fig. 6-35. Here's where Cain takes the branch that angles to the left.

- Go straight *past* the next T intersection (a right turn), following the same path as it turns right.
- At the next "T" intersection turn left, then follow the walkway as it turns left again, and go straight ahead to exit the dark maze.

Cattle Pen Maze

After the dark maze, you walk into a huge grid of cattle pens. Some of the pens are safe. Some trigger the appearance of one to three Butcher Bulls; the gates seal in these pens, too, and you must defeat the Butcher Bulls before they reopen. A map of the pens hangs on the wall near the entry door. (See Figure 6-36.) We show the safe path through the maze on this map.

The following solution assumes that the direction you face as you enter the maze is west. The exit door is located in the far northwest corner of the room.

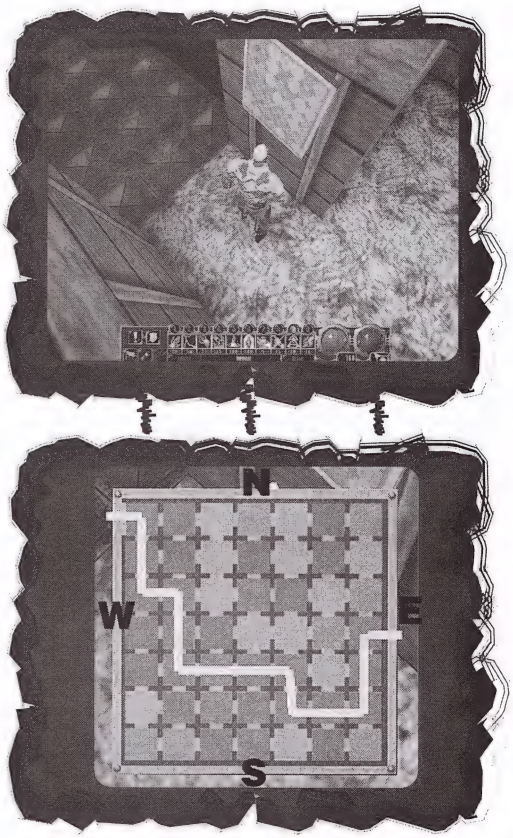


Fig. 6-36. This map of the cattle pens hangs near the entry door. Here's the safe path through the maze.

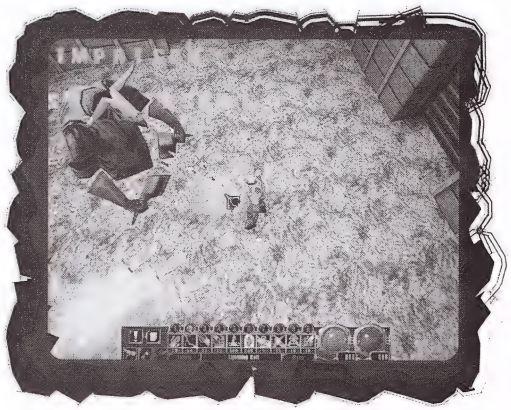


Fig. 6-37. If Cain wanders from the safe path through the cattle pen maze, multi-Talented Butcher Bulls wreak their grisly slaughterhouse revenge.

- From the first pen, the safe path (encountering no Butcher Bulls) is S, S, W, W, N, W, W, W, N, N, W, N, and N to find the exit tunnel door.
- Walk through the door. This ends the level.

Level 20: Golgotham (Boss Level)

Here it is—the lair of Golgotham, the climactic battle. Be prepared for surprises. Golgotham, as you know by now, is a master of cross-Totemic summoning; he can conjure up every type of minion you've faced so far. So use your Talents wisely. Don't waste time and Sanity by slinging spells against immune enemies.

- Cross the room to the wooden bridge.
- Walk onto the bridge.

You automatically walk down the bridge to an elaborate set of platforms. Joan Aiken stands on a large central platform surrounded by nine smaller octagonal platforms. Eight of them are inscribed with a totem sign, and six of these hold huge brains. Trapped by a force field in the ninth platform are Bobby and Ted the Head.

You talk to Aiken, who says she's here to stop Golgotham. What a coincidence! She knows all about the Sanity Devourer, and she warns that your presence here is part of Golgotham's master plan. The six brains in the containers, it turns out, are animated replicas of the most powerful Psionic minds in the world. The two empty containers, Fire and Storm, are reserved for the "minds" of you and Abel.

Fig. 6-38. Joan Aiken admits fault in bringing humanity to the brink of destruction, and says, "I need to be the one who makes it right."

Aiken says, "If Golgotham manages to obtain them, he'll become invincible and no one will be able to stop him from using his power to destroy the artifact."

Aha! So *this* is how he plans to summon the Sanity Devourer—by destroying the head. As if that dropped bombshell weren't enough, Aiken goes on to explain the whole truth about your lineage—that you and Abel are in fact the genetic sons of Joan Aiken, who donated the egg that created both of them. And guess who the father was?

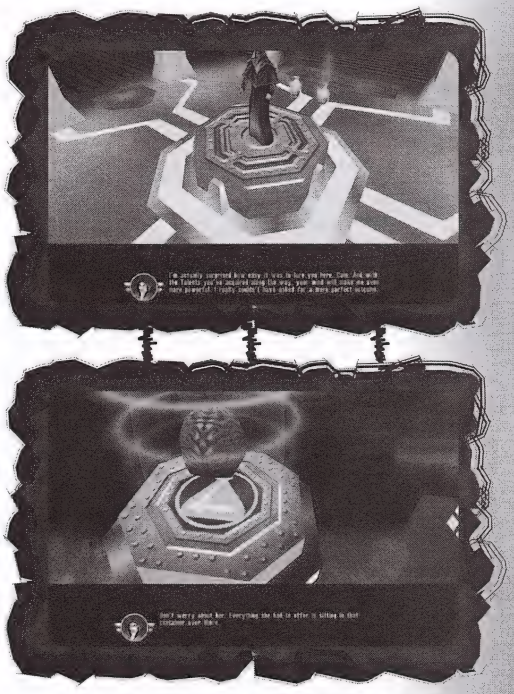


Fig. 6-39. Daddy's home! And look, he's got Mommy's brain in a container!

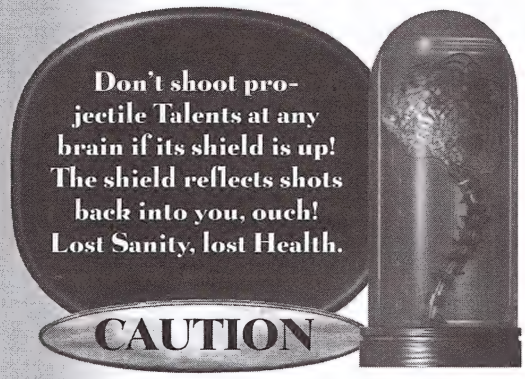
Yes, Garland Troy, as Golgotham, rises from the floor to increase the family reunion by one. His game is indeed immortality. When Aiken makes a stab at stopping him by tossing a Psi Suppressant Grenade, he merely laughs and tosses it back at her. He calls her an expendable fool, then sends her tumbling into the pit below.

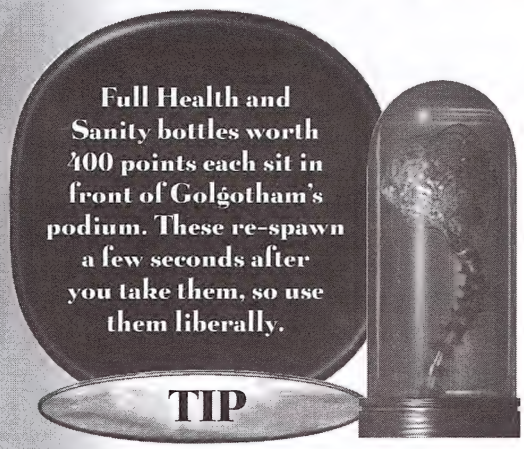
Finally, he skewers you with one of our favorite lines in the game: "If you won't give me your brain, then I'll just have to take it myself." Awesome! Time to put on the gloves.

Stage 1: The Brain Circuit

Golgotham stands in the middle of Aiken's Brain Circuit. First, he draws power from one of the brains to summon in three enemies corresponding to the Totem of that particular brain. For example, if he draws from the Sun Totem of Priscilla Divine's brain, he summons Anubis guards; if he draws from the Demonology Totem of Krebspawn's brain, he summons Devils and Winged Demons, and so forth. Butcher Bulls are invulnerable to Truth Talents.

- Remember, creatures are immune to Talents of their own Totem—that is, Anubis guards are immune to Sun Talents, Zombies immune to Death Talents, and so on.


Don't shoot projectile Talents at any brain if its shield is up! The shield reflects shots back into you, ouch! Lost Sanity, lost Health.
CAUTION


Full Health and Sanity bottles worth 400 points each sit in front of Golgotham's podium. These re-spawn a few seconds after you take them, so use them liberally.
TIP

- Destroy the first wave of summoned enemies. After you do this, the shield around the corresponding brain goes down for a few seconds.

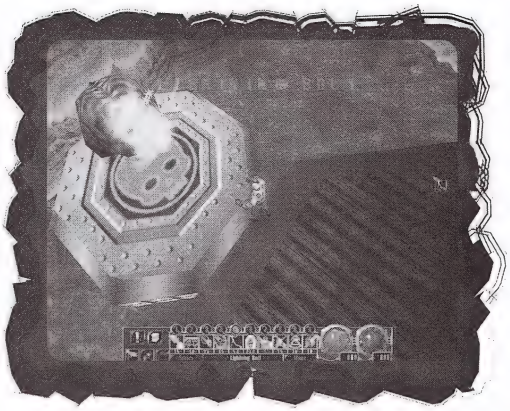


Fig. 6-40. After you destroy each Totemic wave, the shield on the corresponding brain goes down. Take a shot at it! After the third wave of attackers, you can destroy that brain.

- Blast that unshielded brain with a few shots of a projectile Talent. Soon the shield goes back up—stop shooting at it—and Golgotham summons three more enemies related to that brain's totem.

TIPS FROM THE TESTERS

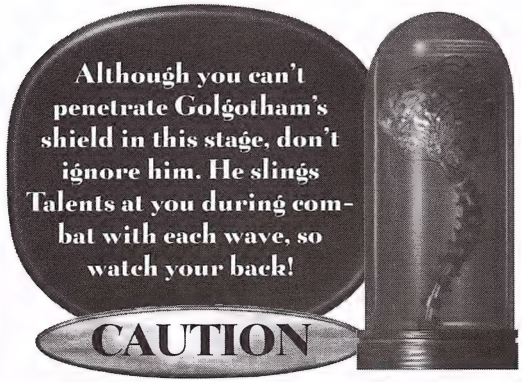
Defeating Golgotham's Minions

By Francis Choi, Fox Tester

Run around the platform a lot, as always, to avoid damage. To conserve Sanity use only what's necessary to kill each type of enemy. For example, use only Sphere of the Demon against Anubis guards. It costs only 24 Sanity per shot and kills the dogmen in one hit, inflicting 96 hit points of damage against their health rating of only 60 (80 for the Anubis Captains in purple robes).

Save the expensive Lightning Bolt (54 Sanity per cast.) with its hit point damage of 216 for tougher enemies such as the Butcher Bulls with their astronomical health ratings of 360 (white Bulls), 480 (gray Bulls), and 600 (blue Bulls).

And keep that Psionic Push Talent handy in case an enemy wanders close to the edge of the platform! At a cost of only 5 Sanity per Psionic Push, it's a true bargain if you can knock a Butcher Bull into the bubbling pit with a few casts.


Although you can't penetrate Golgotham's shield in this stage, don't ignore him. He slings Talents at you during combat with each wave, so watch your back!
CAUTION

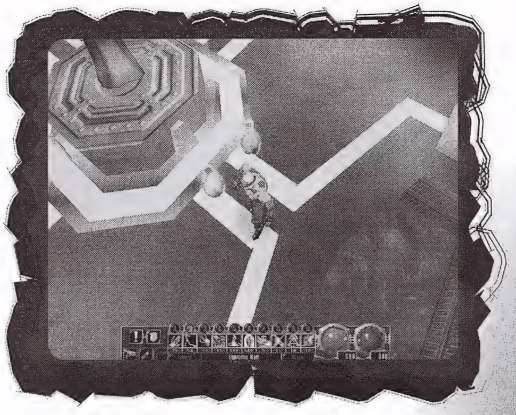


Fig. 6-41. Take advantage of the constantly re-spawning Health and Sanity power-ups in front of Golgotham's platform.

- Destroy the second wave of enemies. Again, the shield around that totem's brain goes down.
- Hit the unshielded brain again with any projectile Talent. Its shield goes back up, and Golgotham summons in a third wave of enemies.
- Destroy the third wave of enemies. Again, the shield around the corresponding brain goes down.
- The third time you blast the unshielded brain, you destroy it.

After you destroy the first brain, take about 1.4 seconds to celebrate, then get ready. Because you must do it all over again against another totem's brain and its minion creatures. And then another brain. And another. You can't rest until you've destroyed all six brains corresponding to the Sun, Truth, Illusion, Science, Demonology, and Death totems.

That's 18 waves of enemies, my friend. Good luck, and keep moving. Remember this: If you get mired in any immobilizing attack—Sand Pit, Imprison, or Primordial Ooze—you'll have to use the Dispel Talent. And keep in mind that Sanity and Health power-ups re-spawn at the foot of the Brain Circuit podium where Golgotham stands.

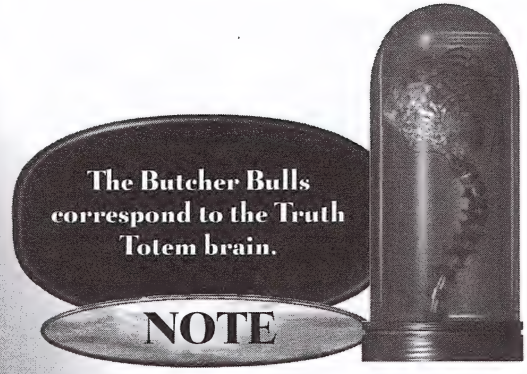


Fig. 6-42. After Cain destroys all six reanimated brains, Golgotham is destroyed. Or is he?

- After you destroy the last of the six brains, Golgotham is consumed, leaving behind a jackpot of protection Talents—Sun Protection, Illusion Protection, Science Protection, Demonology Protection, Death Protection, and Truth Protection, plus Sanity and Health containers.
- Don't approach Bobby and the head yet! First, pick up all Talents and containers. Then read the next section to learn how to gain two secret Talents.

SPECIAL SECTION

Secret Talent!

- Go to the very edge of the big platform, between the Truth and Illusion Totem platforms. (See Figure 6-43.)
- Look down at the lava pit and watch for a black spot floating on the lava and circling the platforms. This is the shadow of an invisible floating platform.

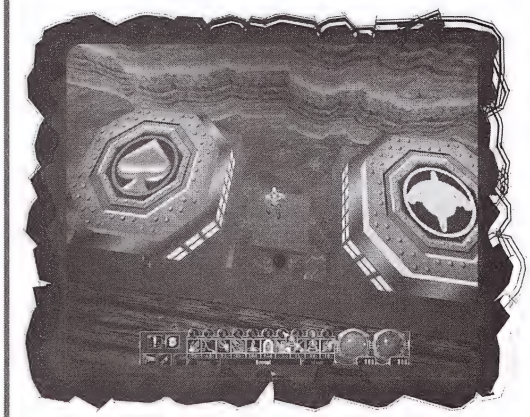


Fig. 6-43. Cain should use Reveal here when the black "shadow" dot approaches on the lava lake below. Then he steps aboard the revealed platform.

- Use the Reveal Talent to reveal a floating platform. This platform infinitely circles the other platforms.
- Step quickly onto the floating platform when it docks briefly at your feet.
- Ride the floating platform almost completely around the central platform.
- When the platform approaches the last corner of the room before returning to the area where you boarded, watch the rock wall closely. See the alcove with the spinning Talents?
- Cast Levitate and float across to the alcove.
- Acquire both the Psi-suppressant Talent and the Psi-suppressant Glyph Talent. Nice bonus!

continued on next page

SPECIAL SECTION

continued from previous page

Fig. 6-44. When the platform swings past this alcove (circled) on the far wall, Cain should use Levitate to fly across and score two valuable Psi-suppressant Talents.

Warning!
Don't try to levitate back to the platform after grabbing the secret Talents! It's too high and you can't reach it. Instead, use the convenient teleporter at the back of the alcove.

CAUTION

- Walk to the back of the alcove and step on a teleporter to return to the main platform.

You engage in a conversation with Ted, who finds it amusing that you think he's actually defeated Golgotham. Then the "real" Golgotham rises out of the lava lake and shatters part of the wooden structure. And he's one big festering pile of flesh.

Stage 2: The Meat Monster

Fig. 6-45. Cain, meet the Meat Monster. Bring it on, carcass boy!

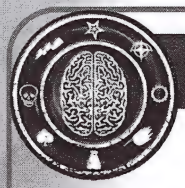
- Dodge the shock waves the Meat Monster creates by slamming its massive fists on the platform. (It's called the Meat Monster Fist Pound.)
- Meanwhile, shoot the chunks of meat attached to its rib cage. (Use Laser Beam for its rapid fire and to avoid taking splash damage from your own shots.)
- After the meat chunks are destroyed, you can see a brain in the center of the beast's body. Shoot at the brain with a projectile Talent. After a few shots, the Meat Monster screams and falls back into the lava.

Fig. 6-46. Cain should blast those meat chunks (circled here) hanging from the monster's ribs. When those are gone, he can hit the brain in the rib cage to send the beast back down.

- Done? No way! The Meat Monster rises again on another side of the platform. You must repeat the previous attack sequence four more times to finally defeat the beast.
- When you finally destroy the Meat Monster, it leaves behind a host of suppression Talents—Suppress Sun, Suppress Illusion, Suppress Science, Suppress Demonology, Suppress Death, and Suppress Truth.
- After you acquire all of the Talents, use Levitate to float across to the platform holding Bobby and Ted the Head.
- Watch the conversation. This ends the level.

Level 21: Aftermath

This final level begins with a confrontation with the shadow agent and his troopers. Agent Frost appears and wonders who these guys are. The shadow agent admits he's with the Internal Defense Agency (IDA), there to "assist" the DNPC. He sends Bobby to his car and orders you killed.



TIPS FROM THE TESTERS
Defeating Abel

By Francis Choi, Fox Tester

Keep moving to stay out of Abel's Electrical Storm radius, and use Lesser Shield of Reflect against his Lightning Bolt attack. When you have a clear shot, use Death's Head as your primary attack.

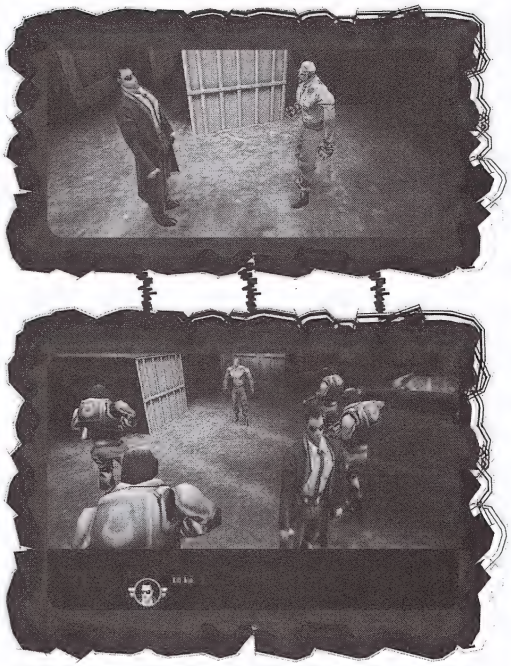


Fig. 6-47. The shadow agent is from the Internal Defense Agency. He takes Bobby for burgers, then orders up Cain as dead meat.

Fortunately, Abel appears and wipes out the IDA boys, leaving only Bobby, you, and (in the backpack) Ted the Head alive.

Now, at last, the brothers get to beat on each other. The fight unfolds in two stages.

Stage 1

- Attack Abel while dodging his powerful Lightning Strike and Electrical Storm area attacks.
- After you deal considerable damage to Abel—watch the Health meter above his head—Bobby opens a nearby gate for you. You run to the ledge overlooking the dam. Abel follows and closes the gate.

Stage 2

Here we go. Small arena, brother against brother, Talent versus Talent. During this final stage of combat, you must try to shove Abel off the ledge while avoiding being shoved off yourself.

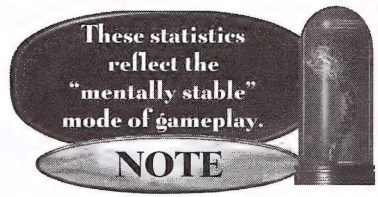
- Stay near the fence at the back of the platform!
- Use Psionic Push on Abel until he falls off the ledge.

Fig. 6-48. After Cain lures Abel to this ledge, Cain should maneuver to the gate side and use Psionic Push to shove his brother over the abyss.

- Victory! You automatically receive a passel of powerful Storm Totem Talents—Lightning Strike, Electrical Storm, Wave of Force, Storm Protection, Storm Suppression, Summon Storm Djinns, Electrical Storm Glyph, and Shield of Storm. Wow!

Congratulations! You've beaten a tough, tough game. Watch the long, amusing ending scene with you, Bobby, and Ted the Head.

Enemy Stats



Rednecks

Enemy	*Punch Damage*	*Hit Points*	*Talent Deck*	*Speed*	*Invulnerability*
Redneck (Bat)	10	40	—	Medium	—
Redneck (Gun)	10	40	—	Medium	—

Anubis Guards

Enemy	*Punch Damage*	*Hit Points*	*Talent Deck*	*Speed*	*Invulnerability*
Anubis Guard Private (Blue)	20	60	Star Blast	Slow	Sun Totem
Anubis Guard Sergeant (Red)	20	60	Star Blast, Star Shower	Slow	Sun Totem
Anubis Guard Captain (Purple)	20	80	Mummy's Revenge, Sand Pit, Heal, Shield of Sun	Slow	Sun Totem

Psionic Inmates

Enemy	*Punch Damage*	*Hit Points*	*Talent Deck*	*Speed*	*Invulnerability*
Psionic Inmate 1	30	80	Laser Beam, Shield Break, Demonstrike	Medium	—
Psionic Inmate 2	30	80	Haste, Fireball	Medium (Very fast if Haste active)	—

Showgirls

Enemy	*Punch Damage*	*Hit Points*	*Talent Deck*	*Speed*	*Invulnerability*
Showgirl (Purple)	40	120	Fan of Blades, Invisibility	Medium	Illusion Totem
Showgirl (Pink)	40	160	Shield of Reflect, Deck of Death	Medium	Illusion Totem
Showgirl (Red)	40	160	Rain of Swords, Shield of Illusion	Medium	Illusion Totem

Droids

Enemy	*Punch Damage*	*Hit Points*	*Talent Deck*	*Speed*	*Invulnerability*
Droid (Red)	60 (Suicide explosion; charge damage does 100 damage)	—	—	Very Fast	Science Totem
Droid (Green)	60	180	Laser Beam, Shield Break	Very Fast	Science Totem
Droid (Blue)	60	240	Psi-Suppressant, Psi-Suppressant Glyph, Shield of Science	Very Fast	Science Totem

Mutant

Enemy	*Punch Damage*	*Hit Points*	*Talent Deck*	*Speed*	*Invulnerability*
Mutant	60	200	Laser Beam, Binary Grid, Shield Break	Very Slow	Science Totem

Devils

Enemy	*Punch Damage*	*Hit Points*	*Talent Deck*	*Speed*	*Invulnerability*
Devil (Red)	80	240	Demonstrike Glyph	Fast	Demonology Totem
Devil (Blue)	80	320	Demonic Rift	Fast	Demonology Totem

Winged Demons*

Enemy	*Punch Damage*	*Hit Points*	*Talent Deck*	*Speed*	*Invulnerability*
Winged Demon (Purple)	80	180	Sphere of the Demon	Medium	Demonology Totem
Winged Demon (Green)	80	180	Demonstrike	Medium	Demonology Totem
Winged Demon (Red)	80	180	Primordial Ooze, Sphere of the Demon, Shield of Demonology	Medium	Demonology Totem

*Charge damage does 150 damage

Voodoo Men

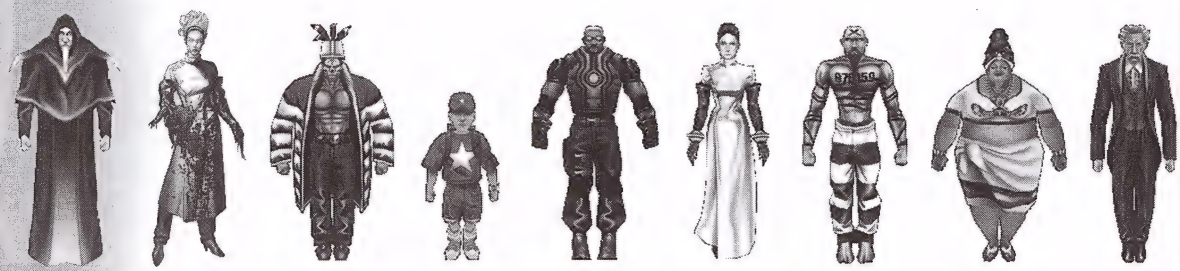
Enemy	*Punch Damage*	*Hit Points*	*Talent Deck*	*Speed*	*Invulnerability*
Voodoo Assassin (Rifle)	40	120	—	Medium	—
Voodoo Thug (Bat)	40	120	—	Medium	—

Zombies

Enemy	*Punch Damage*	*Hit Points*	*Talent Deck*	*Speed*	*Invulnerability*
Zombie Master	80	500	Summon Zombie, Imprison, Pit of Venom	Slow	Death Totem
Zombie (Green)	80	300	Imprison	Slow	Death Totem
Zombie (Purple)	80	400	Death's Head	Slow	Death Totem
Zombie (Red)	80	500	Hands of the Dead, Shield of Death	Slow	Death Totem
Zombie (Brown)	80	400	Death's Head	Slow	Death Totem

Butcher Bulls

Enemy	*Punch Damage*	*Hit Points*	*Talent Deck*	*Speed*	*Invulnerability*
Butcher Bull (White)	100	360	Fireball, Star Blast, Fan of Blades, Laser Beam, Sphere of the Demon, Death's Head, Suppress Death	Medium	Death Totem
Butcher Bull (Gray)	100	480	Inferno, Eyes of Ra, Rain of Swords, Binary Grid, Demonic Rift, Hands of the Dead, Suppress Demonology	Medium	Demonology Totem
Butcher Bull (Blue)	100	600	Haste, Heal, Invisibility, Shield of Reflect, Psi-Suppressant, Shield Break, Primordial Ooze, Imprison, Shield of Death	Medium (Very Fast if Haste active)	Death, Demonology Totems



Index

A

Abel, 21, 45, 46, 71, 144
  background at Children of Tomorrow wing of, 88
  Bobby and artifact kidnapped at Power Station by, 151
  break-in of Aiken Pharmaceuticals by, 69
  break-in of DNPC Headquarters by, 46–50
  Cain dropped into compactor pit at Power Station by, 145
  Cain's final confrontation with, 166–167
  parents of, 161
  Power Station attacked by, 145
  shadow agent and IDA troops wiped out by, 166
  tips from testers for defeating, 166
Ace of Clubs card found in "ballroom," 64
Ace of Diamonds card found in "buzz saw" room, 64–65
Ace of Hearts card found in "bridge" room, 66
Ace of Spades card
  in cardholder, 63–64
  to open Ace of Spades door, 63
Access card
  bridge, 137–138
  C of T, 86–87
  for detention wing, 47–48
  for elevator in Aiken Pharmaceuticals, 92
  for Records Room and Electronic Database in Aiken Pharmaceuticals, green, 85, 86
Access code
  for Children of Tomorrow wing, 86–87
  for valve station, 134
Active Talent Bar
  selecting menus from, 3
  Talent cards shown on, 23
Adrian Starr (Level 8), 67–70
  Adrian Starr in, 68
  Stage 1 for, 68–69
  Stage 2 for, 69–70
  tips from testers for, 69
  Trivia Insanity contest answers for, 68
Aftermath (Level 21), 166–167
  Stage 1 of, 166
  Stage 2 of, 166–167
Aggression control chip implanted in Cain's brain, 25
Aiken, Joan, 71–89. *See also* Joan Aiken (Level 11, boss level)
  Adrian Starr as test subject of, 51
  Children of Tomorrow created by, 71
  in Golgotham's lair, 160–161
  as mother to Children of Tomorrow, 88, 91
  Nobel Peace Prize of, 74
  office in lower research level of, 80, 84–85
  Priscilla Divine's hope to stop, 43–44
  relationship of Elijah Krebspawn to, 104
  truth about children of, 161
Aiken Pharmaceuticals Electronic Database, 85–86
Aiken Pharmaceuticals (Level 9), 71, 72–79
  entry of, 72
  lobby of, 72–73
  museum of science in, 73–74
  parking lot of, 72
  Research Station 1 of, 76, 77, 78
  Research Station 2 of, 75, 77–78
  Research Station 3 of, 75, 78
  Research Station 4 of, 76, 78
  Research Station 5 of, 76
  Research Station 6 of, 77
  Research Station 7 of, 77
  Research Station 8 of, 76, 77, 78
  research station halls of, 79
  research stations of, 75
  security checkpoint of, 74–75
  special secrets for, 79
Aiken Research Level (Level 10), 80–89
  Aiken's passageway of, 95
  Bay 1 of, 81–83
  Bay 2 of, 83
  Children of Tomorrow wing: corridors of, 88, 89, 91
  Children of Tomorrow wing: entry station of, 86–87
  Children of Tomorrow wing: reception of, 87
  Control Room of, 94
  Control Room: (Droid spawners) of, 93
  Dr. Aiken's office of, 85, 95
  Dr. Aiken's reception area of, 85
  jail cells of, 92
  Jessica's room in, 88–89
  letter tile room of, 89
  lower level: central area of, 84, 85, 86, 94, 95
  lower level corridors of, 81, 92
  map of, 80
  playroom of, 87–88
  Project SSA Lab of, 95
  Psionic Detention: entry of, 92
  Psionic Detention wing of, 92
  push-block room of, 89
  records room of, 85–86
  searchlight rooms of, 87, 91
  special secrets for, 83–84, 93
  test chamber of, 94–95
  tips from testers for, 80
  Training Maze of, 81, 84
Alphabet tiles, finding safe, 89
Anthony
  Cain as rescuing test subject, 81–83
  Cain helped to get Invisibility Talent by, 94–95
Anubis guards
  enemy stats for, 168
  Fireball Talent used against, 27, 35
  guarding Golgotham, 57, 72, 118

guarding Joan Aiken, 98–99
guarding Psychic Link stronghold of Priscilla Divine, 33, 35, 37–38
hit-and-run tactic against, 27
Artifact
in Bobby's backpack during puzzle solving, 146
Bone Priest as stealing, 124, 125
Bone Priest's plan to sell Golgotham, 135
captured at Power Station by Abel, 151
Elijah Krebspawn as possessing, 104, 108
ending scene with, 167
fight to procure, 118–124
in file room at Power Station, 145
named Ted the Head by Bobby, 148
prisoner as finding resting place of, 109
reappearance of Golgotham predicted by, 165
secrets of human mind unlocked by, 122
talking head (skull) revealed as, 122, 128
trapped in force field in Golgotham's lair, 160
Attack combinations for multiplayer games
double-symbol, 16
Haste-Ooze-Venom, 16
Attack Talents
combination of, for multiplayer games, 16
slowness of developing and moving, 4

B

Barge of Bone Priest
confrontation on, 142–144
diagram of, 142
hold as full of Sanity serum on, 142
Barrier of lost souls, points of protection of, 6
Beaker for Research Station 1, 75–77, 78
Beakerman, Dr.
Cain meeting, 76
experiment conducted by, 77
items taken from, 78–79
Bell player at church, 54, 55
Binary Grid Talent, 6, 10
used in mission to defeat Elijah Krebspawn, 109, 118
used in mission to defeat Golgotham, 154
used in mission to defeat Joan Aiken, 96, 99
Black boxes, 52–53
Blaine, Sergeant, 153
Block puzzle of Nathan, solution for, 89–90
Blown fuse, replacing, 138
Bobby. *See* Jenkins, Bobby
Bone Priest, 125–142. *See also* Bone Priest (Level 17, boss level)
Ajani Namdu as, 128
artifact and Bobby Jenkins hijacked by, 124
barge of, confrontation on, 140–142
black market in human organs of, 128
combined rays of five solar panels to disintegrate shield of, 141
confrontation in DNPC Storage Yard with, 139
defeated on speedboat, 142
Psionic shield of, 140, 142
speedboat for getaway from, 142
Zombies in Dead City brought by, 128
Bone Priest (Level 17, boss level), 140–142
Aft Deck of, 140–142
aft of, 140
Fore deck of, 142
tips from tester for, 141
Boss Levels, walkthroughs of
for Adrian Starr (Level 8), 67–70
for Bone Priest (Level 17), 140–142
for Elijah Krebspawn (Level 14), 118–124
for Golgotham (Level 20), 160–166
for Joan Aiken (Level 11), 96–100
for Priscilla Divine (Level 4), 42–44
Brain Circuit
destruction of, 162–164
Golgotham drawing power by standing in, 161
Psionic energy channeled using, 135
shadow agent as stressing value of, 136
way to destroy unshielded brains in, 162
Brain vats, avoiding, 97
Butcher Bull spawners, 155–156
Butcher Bulls
blue-cloaked, immunity to Death and demonology Talents of, 154
blue-cloaked, Psi-suppressant spheres used by, 154
breaking down front door of meat plant, 153
in Bull spawner room, 155–156
corresponding to Truth Totem brain, 164
enemy stats for, 163, 180
gray-cloaked, immunity to Demonology Talents of, 154
in meat plant, destroying, 154, 160
Psionic powers possessed by, 154
Psionic Push as effective against, 163
spawned by searchlights on floor of "T" room, 155
white-cloaked, immunity to Death Talents of, 154
Butler, Elijah Krebspawn's, 102

C

Cain, Agent
Abel's final confrontation with, 166–167
aggression control chip implanted in brain of, 25
background at Children of Tomorrow wing of, 88
bay at DNPC Headquarters of, 20–21
as "borrowing" Aiken tourist's clothes and pass, 73
call for help to Bobby of, 150
as contestant on Trivia Insanity game show, 67–70
ending scene with, 167
as floating to high places using Levitate Talent, 8
freed by Bobby at Power Station, 151

God mode to prevent loss of Health points and loss of Sanity for, 3
new weapon from Armory for, 21–22
parents of, 161
posing as Psionic test subject in Research Station 5, 76
search for Priscilla Divine of, 19–44
trapped in compactor room at Power Station, 145
Camera rotation
around corners in multiplayer games, 14
from behind character to see what lies ahead, 5
in Elijah Krebspawn's foyer, 102
Captain of Guard of Priscilla Divine, 27
Card rooms, getting aces from, 63–66
Catacombs (Level 13), 108–118
east area of, 112
north area of, 114–115, 117–118
north area passages for, 117
Pentagram Room of, 108, 111, 112, 114, 117
south area of, 109–111
special secrets for, 114
spinning platform puzzle of, 112–114
stone maze of, 115–116
west area of, 111–112, 117
Cellular phone
Cain's, losing and retrieving, 126, 132, 135
of green Zombies to get invitation to Chief's "war room," 126
Cemetery puzzle, clues to, 54–55
Chapters, opening, 3
Chat window box opened to enter cheat codes, 3
Cheat codes
mpjuiceme to get all essential items and fill Sanity and Health meters to full, 3
mpshipit to make all single-player levels available, 3
mptedthehead to toggle Invincibility cheat, 3
opening, 3
Chief's "war room," cellular phone for invitation to, 126
Children of Tomorrow
Bobby as former one of, 87
created by Joan Aiken, 71
experiments in lower Aiken research level on, 80
Church bells, 54–56
Church, getting holy relic for Voodoo shop from, 52–56
Church puzzle for getting fifth bell, 55–56
Civilian in Courtyard 2, Cain's defense of, 133
Civilians in Playground, rescuing, 135
"Claw in C Minor" piano puzzle, 107
Clone Talent, 14
obtained during mission to defeat Joan Aiken, 100
Communications grid at Psychic Link facility, 34, 36–37
Construction site near magic shop, levitating across, 59
Contest answers for Trivia Insanity, 68
Controllers for Psionic Agents, 24
Cullen's Auto, secret Sand Pit Talent obtained from, 58

D

Dead City (Level 15), 126–131
alley (injured officer) of, 128
boardwalk of, 128–129
city streets of, 129, 131
courtyard of, 130–131
downtown alley/street of, 126
downtown rooftops of, 130
sky bridge of, 130
special secrets for, 127
Death Protection Talent, 13
obtained during mission to defeat Golgotham, 164
Death's Head Talent, 6, 9, 11, 13
avoiding blast from, 4
obtained during mission to defeat Bone Priest, 130
used in mission to defeat Abel, 166
used in mission to defeat Bone Priest, 126, 129
Deathtrap (Level 7), 61–67
backstage for, 67
backstage anteroom for, 67
"ballroom" (Ace of Clubs) for, 64
"bridge" room (Ace of Hearts) for, 66
"buzz saw" room (Ace of Diamonds) for, 64–65
Deathtrap exhibit: lobby for, 61–62
spinning floor room for, 62
tiger cage room for, 63, 67
tiger key room for, 63–64, 66
Deathtrap attendant in lobby, ways of getting past, 61–62
Deathtrap door, opening, 60–61
Deck of cards
Cain trying card trick for janitor using, 60
magic shop clerk giving Cain, 59
Deck of Death Glyph Talent, 11
used in mission to defeat Bone Priest, 129
Deck of Death Talent, 11
obtained during mission to defeat Adrian Starr, 70
used in mission to defeat Adrian Starr, 60
Demon Stones to return to Pentagram Room, 110–114
Demonic Rift Talent, 5, 8, 10
obtained during mission to defeat Elijah Krebspawn, 124
used in mission to defeat Elijah Krebspawn, 110
Demonstrike Glyph Talent, 7, 11
used in mission to defeat Bone Priest, 137
Demonology Protection Talent, 13
obtained during mission to defeat Golgotham, 164
Demonstrike Talent, 10
obtained during mission to defeat Elijah Krebspawn, 124
used in mission to defeat Joan Aiken, 93
Demonstrike Glyphs planted by Devils, 111
Devils
blue, 110, 111–113
enemy stats for, 169
as guarding Elijah Krebspawn, 115

red, 111–112, 115, 116
Dispel Talent, 7–8, 14, 17
used in mission to defeat Golgotham, 152
Divine, Priscilla. *See also* Priscilla Divine (Level 4, boss level)
Cain's final encounter with, 42–44
death from Fireball of, 44
Levels 1–4 of Sanity to search for, 19–44
power sources in five vases for, 42
tips from testers for defeating, 27
DNPC badge
picked up on desk, 20
retrieved from alley on Waterfront, 136
shown to guard in Psionic Detention entry, 92
shown to Phone Center computer worker, 38
shown to Psychic Link entry bridge guard, 33
shown to trailer park manager, 27
stolen in Dead City, 126
DNPC corridors, 21
DNPC Headquarters (Level 1), 20–25
Armory at, 22
Cain's room at, 20–21
Controller Bay 5 at, 24–25
corridors at, 21–22
Firing Range at, 22–23
Heli-Pad at, 25
map of, 20
Psionic Training Area at, 23–24
Royce's office at, 24
DNPC Headquarters 2 (Level 3), 46–51
DNPC check-in station at, 47
DNPC corridors at, 47
DNPC Detention Wing: cell block at, 48–49
DNPC Detention: roof access at, 49
DNPC roof (Heli-Pad) at, 50–51
Floor 1 at, 47
Floor 2 at, 47–48
Psionic Training Area at, 46–47
storage hall at, 49–50
DNPC sergeant in detention wing, 47–48
DNPC SWAT officers
Abel's fights with, 49–50
Cain as rescuing, 47, 136
conversation about Zombies in Dead City with injured, 128
as escort to checkpoint at meat plant, 153
killing Zombie feeding on, 153
shown Cain's badge to enter gate to drawbridge area, 136
Doll retrieved for Jessica, 88–89
Doorbell to Maintenance Building, sequence for ringing, 132–133
Downtown area map, 51, 52
Drawbridge, lowering Dead City, 137–139
Droid spawners, 93, 95
Droids
in Aiken Research Level, 91, 95
in Aiken's personal laboratory, 96
blue, 15, 80, 86, 96
CG-1000, 74
CG-2000, 74
enemy stats for, 169
green, 80, 81, 84
guarding Golgotham, 118
red (suicide), 80, 85
Summon Being Talent of Dr. Aiken to spawn, 99
tips from testers in defeating, 80
Dungeon, freeing prisoner from, 109–110

E

Egyptian symbols from Eyes of Ra code, keypad entry of four, 37, 39–40
Electric fence, Cain pushing Abel into, 50
Electrical Storm Glyph Talent, 7, 11
obtained during mission to defeat Abel, 167
used in mission to defeat Golgotham, 152
Electrical Storm Talent, 5, 6, 11
obtained during mission to defeat Abel, 167
used in mission to defeat Abel, 166
used in mission to defeat Golgotham, 152
Elevator to sky bridge, key for, 129
Elijah Krebspawn (Level 14, boss level), 118–124
kitchen/dining room of, 118–119
Stage 1: symbol block puzzle of, 119–122
Stage 2: illuminated floor tile puzzle of, 122–123
Stage 3: fighting Elijah Krebspawn for, 123–124
tips from testers for, 124
Ellard, Thomas. *See* Enemy killed one at a time to provide steady source of power-ups, 6–7
Enemy Stats Table, 168–170
avoiding waste of Sanity by using just enough hit points according to, 4
Experiment results on disc for Research Station 7, 77
Eyes of Ra flyer, 30–31
decoded by Controller Frost and DNPC, 33, 37
downloading images at Phone Center from, 37, 39–40
Eyes of Ra Talent, 11
obtained during mission to defeat Priscilla Divine, 46
used in mission to defeat Golgotham, 154
used in mission to defeat Priscilla Divine, 42–44

F

F5 Quick Save key to save game, 63
Fan of Blades Talent, 6, 9, 13
obtained during mission to defeat Adrian Starr, 69, 70
used in mission to defeat Adrian Starr, 61–62
used in mission to defeat Elijah Krebspawn, 109
used in mission to defeat Joan Aiken, 98, 99
Fax machine to send Frost Eye of Ra flyer, 30–31

Fire Protection Talent obtained during mission to defeat Joan Aiken, 79
Fire spout hallway, running past spouts in, 112
Fireball Talent, 6–9
  obtained during mission to defeat Priscilla Divine, 43
  used in mission to defeat Adrian Starr, 47, 48, 62, 68
  used in mission to defeat Golgotham, 154
  used in mission to defeat Joan Aiken, 93, 96
  used in mission to defeat Priscilla Divine, 23, 27, 29, 30, 32, 35, 38, 40–41
Fists of Fire Talent obtained during mission to defeat Priscilla Divine, 28
Fists of Lightning Talent used in mission to defeat Elijah Krebspawn, 104, 106
Force fields, deactivating
  in energy gate maze, 146–148
  in front of steam vent room, 149–150
Fox Interactive testers, list of, 2
Frost, Controller Kiki, 24–26
  blueprints of Aiken Laboratories obtained by, 96–97
  briefing about Adrian Starr by, 46, 50
  briefing about Grand Theater by, 52
  Cain called in Power Station by, 149, 152
  Cain's report about Butcher Bulls to, 155
  Cain's request for lab blueprints to, 74–75
  check into Professors Krebspawn and Troy by, 86, 102, 114, 136
  at confrontation with shadow agent, 166
  connection of Bobby Jenkins to Abel's break-ins deduced by Cain and, 70
  decoding Eyes of Ra flyer, 33, 37
  encounter with Golgotham described to, 57
  exit from Aiken's personal laboratory provided by, 99, 100
  faxing coded Eyes of Ra flyer to, 30–31
  Grand Theater backstage entrance described to, 60
  mobile DNPC command post in meat plant parking lot described by, 152
  P key or cell phone icon in interface bar to call, 135
  recommendation to take down Psychic Link communications grid by, 34
  report about Abel chasing Bobby to, 145
  report on other side of river by, 142
  shadow agent's source identified by Cain and, 159
  warning about Power Station's Psionic readings from, 144

G

Game Menu selected from Active Talent Bar, 3
Glyph Block puzzle
  placing blocks 2 through 4 for, 120
  placing lightning block for, 121–122
  placing moon block for, 119–121
Glyph Devils, 11–12
  blue and red, 116
Glyph Talents
  frequent use in multiplayer games of, 16
  revealing, 7
Glyph traps, tripping, 7
  safely, 15
God mode, toggling, 3
Golgotham, 45–46, 143–170. *also* Golgotham (Level 20, boss level)
  artifact and Bobby Jenkins wanted by, 123–124, 144
  Butcher Bulls created from slaughtered cows by, 155
  Cain's encounter at Aiken Pharmaceuticals with, 72
  Cain's encounter in Catacombs with, 118
  Cain's first meeting with, 57
  consumed after Brain Circuit is destroyed, 164
  in Dead City, enemies called on to fight Cain by, 130
  as Garland Troy, 123
  reappearance of, 165
  scheme to channel Psionic energy through Bobby Jenkins' brain of, 135
  tips from testers for defeating, 163
  truth about children of, 161
Golgotham (Level 20, boss level), 160–166
  special section for, 164–165
  Stage 1: The Brain Circuit of, 161–165
  Stage 2: The Meat Monster of, 165–166
  tips from testers for, 163
Grand Theater, The (Level 6), 51–61
  black boxes puzzle for, 53–54
  cemetery puzzle for, 55
  church puzzle for, 55–56
  Clear Point Park (parking lot) near, 57
  Deathtrap entrance in, 61
  downtown streets by, 52–53, 54–55, 57–59
  Grand Theater main area for, 60
  Grand Theater's Magic Shop for, 59
  map of, 51, 52
  special secrets for, 58
  theater restrooms in, 60
  tips from testers for, 55
  used tires shop near, 57
  Voodoo shop near, 52, 56
Green light to start experiment for Research Station 8, 76, 77
Gun from ramp at DNPC Storage Yard, 139

H

Hands of the Dead Talent, 10, 13
- obtained during mission to defeat Bone Priest, 142
- used in mission to defeat Bone Priest, 130
- used in mission to defeat Golgotham, 154

Haste Talent, 16
- from escaping inmates, 47–49
- regular use recommended for, 4–5
- to safely trigger symbol traps, 15
- used in mission to defeat Adrian Starr, 47–49, 56
- used in mission to defeat Elijah Krebspawn, 112
- used in mission to defeat Golgotham, 155, 156–157, 159
- used in mission to defeat Joan Aiken, 74, 78–79, 94

Hastings, Sergeant
- Cain discussing Bone Priest's whereabouts with, 129
- Cain identified to SWAT guards by, 131

Heal Talent, 14
- obtained during mission to defeat Priscilla Divine, 44
- used in mission to defeat Joan Aiken, 80, 98
- used in mission to defeat Priscilla Divine, 27, 40

Health meter
- cheat code to fill up, 3
- Orb containers to increase total on as well as replenish, 4
- when to use power-up to fill, 3–4, 98, 115, 141–142, 162–163

Health serum, 26
- in church, 55
- in Elijah Krebspawn's dungeon, 113
- in Elijah Krebspawn's piano area, 107
- at end of missions, 44, 70, 99–100, 124, 142, 164
- in front of Golgotham's podium, 162
- in Power Relay Station of Psychic Link facility, 36
- in Voodoo shop, 52, 58
- at Waterfront, civilian's, 133

Holy relic for Voodoo shop, 52, 56

I

Illuminated floor tile puzzle for possession of artifact, 122–123

Illusion Protection Talent, 13
- obtain during mission to defeat Golgotham, 164

Imprison Glyph Talent, 11, 16

Imprison Talent, 8, 12, 16
- slow weaving of, 4
- used in mission to defeat Bone Priest, 126, 132
- used in mission to defeat Golgotham, 154

Inferno Glyph Talent, 7, 11
- used in mission to defeat Elijah Krebspawn, 103

Inferno Talent, 8, 10
- used in mission to defeat Adrian Starr, 48
- used in mission to defeat Priscilla Divine, 31, 35, 38, 40–44

Injured SWAT guard
- getting first aid kit for, 128
- key to gate to boardwalk from, 128

Inmates escaping detention wing, 47–48

Internal Defense Agency (IDA), shadow agent as coming from, 159, 166

Invincibility cheat, 3

Invisibility Talent used in mission to defeat Joan Aiken, 94, 95

J

Jarred
- jail cell of, 92
- pendant of, 91, 92
- secret cave of, 93

Jenkins, Bobby, 45
- artifact named Ted the Head by, 148
- Bone Priest as taking hostage, 124, 125
- at both break-in sites being pursued by Abel, 49–50, 70
- captured at Power Station by Abel, 151
- ending scene with, 167
- as former member of Children of Tomorrow, 87
- Frost's discussion with Cain about, 52
- gate at dam opened for Cain's escape by, 166
- hiding in file room with artifact, 145
- player as assuming identity of, 146
- in Power Station, Abel as chasing, 145
- to provide reanimated human brain for Brain Circuit to channel Psionic energy, 135
- Psionic serum tested on, 95
- puzzle solving in Power Station while playing, 144
- shadow agent as kidnapping, 166
- trapped in force field in Golgotham's lair, 160

Jessica, Cain as getting toy for, 88–89

Jim in Armory, 22

Joan Aiken (Level 11, boss level), 96–100
- exit corridors for, 99–100
- giant brain vats for, 97
- Joan Aiken (boss fight) for, 98–99
- Psionic mutant containers for, 96–97
- serum troughs for, 96
- tips from testers for, 98

K

Kenna, Adrian Starr's Bengal tiger, 63

Key
- on dead meat plant worker, 153–155
- Demon, prisoner as finding, 117–118
- to disable searchlight security system, 159
- to gate of boardwalk from injured SWAT guard, 118
- to Maintenance Building, 133–135
- opening trailer park manager's Storage Shed using "S," 31–32
- from SWAT guard to operate elevator to sky bridge, 129
- tiger room, 63–64, 66

Krebspawn, Elijah, 101–124

ancient pagan civilizations as specialty of, 102
Dean's house of, 101
discussions of artifact by, 104, 108
final fight with, 123–124
real name of, 100, 101, 102
relationship to Aiken of, 104

L

Lab technicians, 75–79
Laser Beam Talent, 6, 9
dodging projectiles from, 5
used in mission to defeat Bone Priest, 126
used in mission to defeat Elijah Krebspawn, 109, 110, 124
used in mission to defeat Golgotham, 165
used in mission to defeat Joan Aiken, 80, 84, 96, 99
Laser gate to Children of Tomorrow wing, disabling, 86–87
Lava lake, crossing, 110, 113, 117
Ledge, levitating to high areas from, 8
Lesser Shield of Reflect Talent, 6, 13
used in mission to defeat Adrian Starr, 67, 69
used in mission to defeat Bone Priest, 126, 130
used in fight against Golgotham, 166
used in fight against Joan Aiken, 80
Levels of play
1, DNPC Headquarters, 20–25
2, Pharaoh Village, 26–32
3, Psychic Link, 33–41
4, Priscilla Divine (Boss Level), 42–44
5, DNPC Headquarters, 46–51
6, Grand Theater, the, 51–61
7, Deathtrap, 61–67
8, Adrian Starr (Boss Level), 67–70
9, Aiken Pharmaceuticals, 72–79
10, Aiken Research Level, 80–89
11, Joan Aiken (Boss Level), 90–101
12, Professor Krebspawn's House, 102–108
13, Catacombs, 108–118
14, Elijah Krebspawn (Boss Level), 118–124
15, Dead City, 126–131
16, Waterfront, 132–139
17, Bone Priest, The (Boss Level), 140–142
18, Power Station, 144–152
19, Meat Plant, 152–160
20, Golgotham, 160–166
21, Aftermath, 166–167
maxing out Health and Sanity meters with power-up vials before leaving, 4
selecting, 3
Levitate Talent, 8, 17
obtained during mission to defeat Adrian Starr, 57
used in mission to defeat Adrian Starr, 57–59, 62, 68
used in mission to defeat Bone Priest, 127, 129, 130, 134–135, 138
used in mission to defeat Elijah Krebspawn, 115
used in mission to defeat Golgotham, 144, 145, 157–158, 164
used in mission to defeat Joan Aiken, 83
Lightning Bolt Talent, 6, 9, 11, 13
used in mission to defeat Bone Priest, 139, 141
used in mission to defeat Golgotham, 151, 163
Lightning Strike Talent, 11, 13
obtained during mission to defeat Abel, 167
used in mission to defeat Golgotham, 162, 166

M

Magic fanatic, learning how to mess up magician's card trick from, 59
Magic shop clerk, Cain given deck after ruined card trick by, 59
Manda
Cain and Abel's background described by, 88
Cain offered Mind's Eye Talent by, 33
as stopping Children of Tomorrow from attacking Cain, 88
Mausoleum, getting key to church from, 55
Meat Monster, 165–166
Meat Plant (Level 19), 152–160
bull spawner room at, 155–156
cattle pen maze at, 160
catwalk room at, 153–155
corrals/barn at, 152
dark maze at, 159
dark room at, 159–160
hallway at, 157
meat chute puzzle at, 156–157
parking lot at, 153
plant entrance area at, 153
red spotlight room at, 158–159
special secrets for, 157–158
"T" room at, 155
Mind's Eye Talent
used in mission to defeat Adrian Starr, 61–62
used in mission to defeat Priscilla Divine, 33–34, 39
Multiplayer game
attack combinations for, 16
Dispel to counteract Levitate and drop enemy in, 17
general strategies for, 14–17
protection spells particularly useful in, 13
run tactic to keep moving in, 14
Science Protection spell in, 13
sprint tactic to safely trigger symbol traps, 15
stop tactic to rotate camera and use Reveal in new corridor or room in, 14
using Psi-suppressant defensively in, 15
Mummy's Revenge Talent, 10
used in mission to defeat Joan Aiken, 98, 99
used in mission to defeat Priscilla Divine, 40
Mutant, Psionic. *See* Psionic Mutant
Mystery caller with termination order for Priscilla Divine, 40, 46

N

Namdu, Ajani. *See* Bone Priest
Nathan
  block puzzle of, 89–90
  Cain as having to help Jessica before dealing with, 88–89
  Manda as referring Cain to, 88

O

Old man at Kaimmer and Grand streets, cemetery puzzle clues from, 54–55
Orb containers, Health or Sanity increased and new maximum total replenished using, 4
Overkill of hit points, avoiding, 4

P

Panic button to dissolve Psionic effect, Dispel Talent as, 7
Pendant, Jarred's, 91
Pharaoh Village Trailer Park (Level 2), 26–32
  dog man's house at, 30
  manager's office at, 27
  manager's office (back rooms) at, 31
  maps of, 26, 28, 29
  Phase 1 streets at, 27
  Phase 2 streets at, 28–29
  Phase 3 streets at, 29–30
  road outside, 26
  Storage Shed (exterior) at, 32
  tip for Phase 3 of, 29
  trailer park (outside office) at, 31
  trailer park: phase 1 of, 27
  trailer park streets for Phase 1 at, 30–31
  trailer park streets for Phase 3 at, 32
Phone Center repairman, crowbar from, 38–39
Piano, Elijah Krebspawn's, 104
  puzzle to acquire Health container using, 107
Pit of Venom Talent, 5, 12, 16
  obtained during mission to defeat Bone Priest, 142
  used in mission to defeat Bone Priest, 132
Platforms, floating, Reveal Talent to expose
  in acid pool, 146, 148
  in lava pit, 164–165
Plumber, Cain's magic trick for, 60
"Point" area Talents
  as damaging everything in their radius, 8
  dropped from around corners or behind walls, 5, 10
  as sending wave of damage from point you choose, 10
Power Station (Level 18), 144–152
  acid pool room at, 146
  catwalks 1 at, 145
  catwalks 2 at, 145
  compactor room at, 145
  cooling room at, 148–149
  energy gate maze at, 146–148
  file room at, 145, 146
  floating platforms puzzle at, 148
  generator room (spinning fans) at, 149–150
  lobby and halls at, 144–145
  Power Station entrance at, 144
  rolling cylinder room at, 149
  special secrets for, 151
  Stage 1 of battle at, 150
  Stage 2 of battle at, 151
  steam vent room at, 150
  Talent bonanza at, 152
Power-up "vial" sizes, 4
Power-ups. *See also* Health serum *and* Sanity serum
  conserving, 3–4
  in Dr. Aiken's receptionist's office, 95
  enemies killed one at a time to provide steady source of, 6–7
  left by Butcher Bulls, 155
  re-spawning boss-level, 4
Pressure plates on floor of energy gate maze to deactivate force fields, 146–147
Prime Slice Meatpacking, 152–160. *also* Meat Plant (Level 19)
Primordial Ooze Talent, 8, 12, 13, 16
  used in mission to defeat Bone priest, 131
  used in mission to defeat Elijah Krebspawn, 116
Printouts for Research Station 3, 75, 77–78
Priscilla Divine (Level 4, boss level), 42–44
  Platform 1 for, 42–43
  Platform 2 for, 43
  rooftop for, 43–44
Prisoner in dungeon, Elijah Krebspawn's assistant as, 109
  Cain as freeing, 109–110
  key found by, 117
  Winged Demon as flaming, 117
Procedure steps for Research Station 4, 76, 78
Professor Krebspawn's house (Level 12), 102–108
  display room of, 104, 106
  foyer of, 102
  hallways of, 104
  Krebspawn's house: front door, 102
  passage to exterior of, 108
  special secrets for, 103, 107
  totem paintings puzzle of, 104–106
Project SSA lab, 95
Projectile Talents, 6, 8–9, 96, 99, 162
  splash damage from, 5, 8
Psi-suppressant Glyph Talent, 11, 16
  obtained during mission to defeat Golgotham, 164–165
Psi-suppressant grenades
  in detention wing, 47–50
  used on Cain and Abel by SWAT team, 50

Psi-suppressant spheres
avoiding red droids, 80, 86, 96
blue-cloaked Butcher Bulls as using, 154
Cain immobilized from, as Strassburgh is killed at drawbridge area, 138
exploding, 15–16
thrown at Aiken by Golgotham, 161
Psi-suppressant Talent, 13, 15, 16
obtained during mission to defeat Golgotham, 164–165
Psionic attackers, keeping distance from, 5
Psionic Booster Serum, 51
Psionic Detention wing of Aiken Research level, 80
Psionic energy
Golgotham's scheme to use Bobby Jenkins to channel, 135
Priscilla Divine's vases of, 42–44
Psionic Inmates
enemy stats for, 168
Psionic mutants
from containers in Aiken's personal laboratory, 96
enemy stats for, 169
guarding Golgotham, 118
Psionic Push Talent, 9, 13
used in mission to defeat Abel, 167
used in mission to defeat Adrian Starr, 49–50, 53, 55, 68
used in mission to defeat Elijah Krebspawn, 119
used in mission to defeat Golgotham, 146–148, 150, 163
used in mission to defeat Joan Aiken, 82, 87–88, 93
Psionic shield of Priscilla Divine and Bone Priest, 140
Psionic Training Chamber (Psi-Chamber), 23–24, 46–47
Psionic training simulation, 23–24
Psychic Link facility (Level 3), 33–41
bridge controls for, 36–37
entrance to Divine's lair in, 40–41
entry bridge to, 33
Main Power Core in, 36, 37
Phone Center in, 38–40
Power Relay Station in, 36, 37–38
Psychic Link (entrance) to, 33–34
Psychic Link: hallways in, 35
Psychic Link: reception area in, 35
special secrets for, 34
Psychic Link gate, 27–28
Psychic Link Network, 19, 26
Puzzles
black boxes, 53–54
block, Nathan's, 89–91
cattle pen, 160
cemetery, 54–55
church, 55–56
dark maze, 159–160
energy gate maze, 146–148
floating platforms, 148
illuminated floor tile, 122–123
meat chute, 156–157
piano, 107
spinning platform, 112–114
symbol block, 119–122
Totem paintings, 104–106

R

Rain of Swords Talent, 6, 11, 13
obtained during mission to defeat Adrian Starr, 70
used in mission to defeat Adrian Starr, 69
used in mission to defeat Golgotham, 164
Range boss, 22–23, 46
Readings for Research Station 6, 76–77
Receptionist at Psychic Link facility, 35
Rednecks, enemy stats for, 168
Research Stations
Cain as getting items needed for all, 75–78
map of Aiken Pharmaceuticals, 72
Reveal Talent, 7, 14
used in mission to defeat Adrian Starr, 53–55
used in mission to defeat Elijah Krebspawn, 114
used in mission to defeat Golgotham, 146, 148, 159, 164
used in mission to defeat Joan Aiken, 89
Royce, Chief
as answer to SWAT guards in Dead City streets, 129
Cain's first mission outlined by, 24
office of, 24
Rules of the range, 23

S

Sand Pit Talent, 8, 12
used in mission to defeat Adrian Starr, 58
used in mission to defeat Joan Aiken, 98
used in mission to defeat Priscilla Divine, 27, 40–41
Sanity: Aiken's Artifact
annotated walkthrough of single-player levels for, 18–170
general strategy for, ix–17
saving game of, 63, 78, 80, 155, 159
tips and tactics for, 3–8
Sanity, conserving
by checking Enemy Stats Table to use only enough points, 4
by hopping two or more ledges at a time in church, 127
by using only what's necessary to kill each type of enemy, 163
by using Shield Break instead of projectile Talents as shielded enemies, 6
Sanity Devourer
Golgotham's plan to summon, 161
summoned by artifact, 124
Sanity meter
cheat code to fill up, 3
Orb containers to increase total on as well as replenish, 4
ways to refill, 24
when to use power-up to fill, 3–4, 27, 98, 141–142, 162–163

Sanity serum, 24, 26
in church, 55
in Dead City building opposite church, 127
in Elijah Krebspawn's dungeon, 113
at end of missions, 44, 70, 100, 124, 142, 164
in front of Golgotham's podium, 162
in illuminated floor tile puzzle to power-up for final fight with Elijah Krebspawn, 123
in passage by Aiken's control room, 94
pool of, in barge's cargo hold, 140
special container in Psychic Link facility of, 34
when to drink, 24, 162–163
Saving game of *Sanity*, advice for times for, 63, 78, 80, 113
Schematic of Psychic Link facility bridge, completing, 36–37
Science Protection Talent, 13, 15–16
obtained during mission to defeat Golgotham, 164
Scouting around corners using camera, 5
Searchlight security systems in meat plant
in dark maze, 159
in red spotlight room, 158–159
in T room, 155
Secret passageway from Dr. Aiken's office; 95
Secretary, Dr. Aiken's, 85
Security guard at Aiken Pharmaceuticals, escaping, 74
"Self" area Talents
as sending wave of damage outward from character, 10
Shadow agent
as being from Internal Defense Agency, 159
Cain given Levitate Talent by, 57
call about rescuing Bobby from, 157
confrontation with, 166
value of Brain Circuit and Bobby Jenkins stressed by, 136
Sheet music as solution to piano puzzle, 107
Shield Break Talent, 6, 8
obtained during mission to defeat Joan Aiken, 100
used in mission to defeat Elijah Krebspawn, 109, 116
used in mission to defeat Joan Aiken, 80, 96
Shield of Death Talent used in mission to defeat Bone Priest, 130, 132
Shield of Demonology Talent used in mission to defeat Elijah Krebspawn, 109, 116, 124
Shield of Fire Talent, 12
used in mission to defeat Adrian Starr, 50–51
Shield of Illusion Talent
used in mission to defeat Adrian Starr, 67
used in mission to defeat Joan Aiken, 84, 85
Shield of Science Talent used in mission to defeat Joan Aiken, 76, 80
Shield of Storm Talent obtained during mission to defeat Abel, 167
Shield of Sun Talent
used in mission to defeat Adrian Starr, 46, 48
used in mission to defeat Joan Aiken, 98
used in mission to defeat Priscilla Divine, 27, 40, 41
Shield of Truth Talent, 12
used in mission to defeat Golgotham, 152
Showgirls
backstage anteroom guarded by, 67
Deathtrap lobby attendant summoning, 62
enemy stats for, 168
guarding Adrian Starr, 60
guarding Golgotham, 72, 118
as magic act assistants, 68
preventing access to tiger cage, 63–64, 66
Shield of Illusion Talent left behind by, 67
Simulation level 999, 46–47
Single-Player mode
annotated walkthrough of levels in, 18–167
selecting, 3
Skull for Voodoo shop owner, 52, 56
Solar panels
activation levers for, 140–141
combined to defeat Bone Priest, 141–142
Special secrets
about Demonstrike Glyph Talent in Dead City drawbridge area, 137
about Fire Protection and Suppress Fire Talents in Beakerman's Research Station 8, 79
about Health container in Voodoo shop, 58
about Health container of civilian at Waterfront, 133
about Inferno Glyph and Star Shower Glyph Talents in Elijah Krebspawn's house, 103
about Sand Pit Talent in Cullen's Auto, 58
about Sanity serum container in passage of Aiken Pharmaceuticals, 93
about Sanity serum container in Psychic Link facility, 34
about Summon Droid Talent in Training Maze, 83–84
about Summon Fire Efreet Talent, 114
about Summon Glyph Devil Talent above doorway, 157–158
about Wave of Repulsion Glyph Talent near bridge of fans, 151
Speedboat moored to barge, 140
Sphere of the Demon Talent, 6, 9, 11
used in mission to defeat Bone Priest, 126
used in mission to defeat Elijah Krebspawn, 109, 115, 116
used in mission to defeat Golgotham, 163
Stage manager, Cain convinced to be contestant on Trivia Insanity show by, 67
Star Blast Talent, 7
obtained during mission to defeat Priscilla Divine, 37
used in mission to defeat Adrian Starr, 46–47, 62
used in mission to defeat Bone Priest, 141, 142
used in mission to defeat Priscilla Divine, 42
Star Shower Glyph Talent, 11
used in mission to defeat Elijah Krebspawn, 103

Star Shower Talent, 11
obtained during mission to defeat Priscilla Divine, 44
used in mission to defeat Adrian Starr, 46
used in mission to defeat Priscilla Divine, 42–43
Starr, Adrian, 45–70
break-in at Aiken Pharmaceuticals by, 51–52
Escape from the Glass Box trick of, 68–69
Frost's briefing about, 50
Kenna as tiger owned by, 63
Lesser Shield of Reflect Talent needed to defeat, 67, 69
as one of Aiken's Psionic test subjects, 51
as rising to answer Cain's questions after defeat, 69
showgirls guarding, 60
Talents and serum containers left behind by, 70
Stone Maze, navigating, 115–116
Storm Djinns, 11–12
Storm Protection Talent, 13
obtained during mission to defeat Abel, 167
Storm Suppression Talent obtained during mission to defeat Abel, 167
Strassburgh, Agent, 21–22
Cain joining effort against Bone Priest by, 131
at drawbridge in Dead City, 137
killed at drawbridge area, 138
Summon Being Talent used in mission to defeat Joan Aiken, 99
Summon Fire Efreet Talent used in mission to defeat Elijah Krebspawn, 114
Summon Glyph Devil Talent used in mission to defeat Golgotham, 158
Summon Lesser Winged Demon Talent, 12
obtained during mission to defeat Elijah Krebspawn, 124
Summon Storm Djinns Talent obtained during mission to defeat Abel, 167
Summon Suicide Droid Talent used in mission to defeat Joan Aiken, 84
Summon Zombie Talent obtained during mission to defeat Bone Priest, 142
Sun Protection Talent obtained during mission to defeat Golgotham, 164
Suppress (Totem) Talent, 13
obtained during mission to defeat Golgotham, 166
used in mission to defeat Golgotham, 154
used in mission to defeat Joan Aiken, 79
SWAT guards. *See* DNPC SWAT officers
Switches pulled
to form bridge from spinning fans, 149
to open gate to corral in meat plant, 154

T

Talent list by name
Binary Grid, 6, 10, 96, 99, 109, 118, 154
Clone, 14, 99, 100
Death Protection, 13, 164
Death's Head, 6, 9, 11, 13, 126, 129, 130, 166
Deck of Death, 11, 60, 70
Deck of Death Glyph, 11, 129
Demonic Rift, 5, 8, 10, 110, 124
Demonology Protection, 13, 164
Demonstrike, 10, 93, 124
Demonstrike Glyph, 7, 11, 137
Dispel, 7–8, 14, 17, 152
Electrical Storm, 5, 6, 11, 152, 166, 167
Electrical Storm Glyph, 7, 11, 152, 167
Eyes of Ra, 11, 42–44, 46, 154
Fan of Blades, 6, 9, 13, 61–62, 69, 70, 98, 99, 109
Fire Protection, 79
Fireball, 6–9, 23, 27, 29, 30, 32, 35, 38, 40–41, 43, 47, 48, 62, 68, 93, 96, 154
Fists of Fire, 28
Fists of Lightning, 104, 106
Hands of the Dead, 10, 13, 130, 142, 154
Haste, 4–5, 15, 16, 47–49, 56, 74, 78–79, 94, 112, 155, 156–157, 159
Heal, 14, 27, 40, 44, 80, 98
Illusion Protection, 13, 164
Imprison, 8, 12, 16, 126, 132, 154
Imprison Glyph, 11, 16
Inferno, 8, 10, 31, 35, 38, 40–44, 48
Inferno Glyph, 7, 11, 103
Invisibility, 94, 95
Laser Beam, 5, 6, 9, 80, 84, 96, 99, 109, 110, 124, 126, 154, 165
Lesser Shield of Reflect, 6, 13, 67, 69, 80, 126, 130, 166
Levitate, 8, 17, 57–59, 62, 68, 83, 115, 127, 129, 130, 134–135, 138, 144, 145, 157–158, 164, 166
Lightning Bolt, 6, 9, 11, 13, 139, 141, 151, 163
Lightning Strike, 11, 13, 152, 166, 167
Mind's Eye, 33–34, 39, 61–62
Mummy's Revenge, 10, 40, 98, 99
Pit of Venom, 5, 12, 16, 132, 142
Primordial Ooze, 8, 12, 13, 16, 116, 131
Psi-Suppressant, 13, 15, 16, 164–165
Psi-Suppressant Glyph, 11, 16, 164–165
Psionic Push, 9, 13, 49–50, 53, 55, 68, 82, 87–88, 93, 119, 146–148, 150, 163, 167
Rain of Swords, 6, 11, 13, 69, 70, 154
Reveal, 7, 14, 53–55, 89, 114, 146, 148, 159, 164
Sand Pit, 8, 12, 27, 40–41, 58, 98
Science Protection, 13, 15–16, 164
Shield Break, 6, 8, 80, 96, 100, 109, 116
Shield of Death, 130, 132
Shield of Demonology, 109, 116, 124
Shield of Fire, 12, 50–51
Shield of Illusion, 67, 84, 85
Shield of Science, 76, 80
Shield of Storm, 167

Shield of Sun, 27, 40, 41, 46–48, 98
Shield of Truth, 12, 152
Sphere of the Demon, 6, 9, 11, 109, 115, 116, 126, 163
Star Blast, 7, 37, 42, 46–47, 62, 141, 142
Star Shower, 11, 42–44, 46
Star Shower Glyph, 11, 103
Storm Protection, 13, 167
Storm Suppression, 167
Summon Being, 99
Summon Fire Efreet, 114
Summon Glyph Devil, 158
Summon Lesser Winged Demon, 12, 124
Summon Storm Djinns, 167
Summon Suicide Droid, 84
Summon Zombie, 142
Sun Protection, 164
Suppress (Totem), 13, 79, 154, 166
Telekinesis, 14, 88, 89, 94, 137–138, 141, 150, 154
Truth Protection, 13, 164
Wall of Bones, 12, 52, 56
Wall of Flames, 78
Wave of Force, 10, 12, 13, 167
Wave of Repulsion, 10, 148–149, 152
Wave of Repulsion Glyph, 11, 151
Talents
cheat code to get all 10, 3
fighting best with most recently picked up, 6
using cheapest available, 17
Talents, Attack
Area, 6, 10–11
Projectile, 5, 6, 8–9, 96, 99, 162
Push, 9–10
Summon, 11–12
Trap, 12
Talents, Defense
Protection, 13
Shield, 12–13
Suppression, 13, 166
Talents, Special Use, 14
Ted the Head. *See* Artifact
Telekinesis Talent, 14
used in mission to defeat Bone Priest, 137–138, 141
used in mission to defeat Golgotham, 150, 154
used in mission to defeat Joan Aiken, 88, 89, 94
Tiger cage key grabbed after aces placed in cardholder seal spade-shaped pit, 63–66
Tigers
killing, 67
saving man from Bengal, 63, 67
Tips from testers
for defeating Abel, 166
for defeating Adrian Starr, 69
for defeating Aiken's droids, 80
for defeating Bone Priest, 141
for defeating Elijah Krebspawn, 124
for defeating Golgotham, 163
for defeating Joan Aiken, 98
for defeating Priscilla Divine, 27
for playing church bells, 55
Totem list by name
Death, 13, 105–106, 128, 130, 132, 163
Demonology, 105–106, 115, 161, 163
Fire, 50, 105
Illusion, 13, 45, 105, 163
Science, 13, 105–106, 163
Storm, 105–106, 152, 167
Sun, 14, 42, 44, 105–106, 161, 163
Truth, 105, 149, 163
Totems
in Brain Circuit, 160–162
creatures as immune to Talents of their own, 162
Elijah Krebspawn's paintings of, 104–106
Protection Talents as specific to, 13
strength of shield for, 12
Suppression Talents as specific to, 13
Tour guide, security system at Aiken Pharmaceuticals disabled by, 73
Tour of Aiken Pharmaceuticals, 72–74
Tourists at Aiken Pharmaceuticals, 72–73
Trailer Park. *See* Pharaoh Village Trailer Park (Level 2)
Trivia Insanity game show
Cain as contestant on, 67–70
contest answers for, 68
Troy, Garland, Golgotham as, 123, 136
Truth Protection Talent, 13
obtained during mission to defeat Golgotham, 164

V

Valves of valve station, order for turning, 134–135
Vases of Psionic energy, destroying Priscilla Divine's, 42–44
Visitor pass to Aiken Pharmaceuticals, Cain as borrowing tourist's, 73
Voodoo Assassin (Rifle), enemy stats for, 169
Voodoo Men, enemy stats for, 169
Voodoo shop owner, holy relic as payment for, 52, 56
Voodoo shop, secret Health container in, 52, 58
Voodoo Thug (Bat), enemy stats for, 169

W

Wall of Bones Talent, 12
used in mission to defeat Adrian Starr, 52, 56
Wall of Flames Talent used in mission to defeat Joan Aiken, 78
Waterfront (Level 16), 132–139
amphitheater of, 136
bridge station of, 137–139
Computer Center of, 138
courtyard 1 of, 132
courtyard 2 of, 133
DNPC storage yard of, 139
drawbridge area of, 138
drawbridge of, 137
maintenance building of, 132–133, 135
park entrance to, 132
playground of, 135
special secrets for, 133, 137
valve station of, 133–135
waterfront path of, 136
waterfront streets of, 136
wooden bridge area of, 135
Wave of Force Talent, 10, 12, 13
obtained during mission to defeat Abel, 167
Wave of Repulsion Glyph Talent, 11
obtained during mission to defeat Golgotham, 151
Wave of Repulsion Talent, 10
used in mission to defeat Golgotham, 148–149, 152
Winged Demons
enemy stats for, 169
green, 112–113, 115
guarding Elijah Krebspawn's mansion, 109, 110, 112–115, 118
purple, 115
red, 116
red, Shield Break Talent to protect against, 109, 116

Y

Yellow car in front of Cullen's Auto, secret Sand Pit Talent obtained by blowing up, 58

Z

Zombie Master
attacked before other Zombies, 133
in DNPC storage yard, 139
enemy stats for, 170
Strassburgh killed by, 138
at Waterfront, 132, 135, 138
Zombies summoned at will by, 132, 135, 139
Zombies
avoided while you attack Bone Priest, 142
Bone Priest as responsible for, 128, 141
in Bull spawner room, 156
in Computer Center, 138
defeating Bone Priest, 142
in meat plant, destroying, 153, 157
spawner spitting out, 131, 135, 138
summoned at will by Zombie Master, 132
SWAT guards harassed by, 126, 136
at Waterfront, 132, 135
at wooden bridge, 135
Zombies, brown, enemy stats for, 170
Zombies, green
attacking, 12
enemy stats for, 170
hit points required to kill, 4, 170
Imprison as only Talent of, 126
Sphere of the Demon effective against, 126
Zombies, purple
enemy stats for, 170
Lesser Shield of Reflect effective against Death's Head blasts of, 126
Zombies, red
enemy stats for, 170
Hands of the Dead used by, 130
Shield of Death to protect, 130

©2000 Twentieth Century Fox Film Corporation. LithTech™ game engine ©1998-1999 Monolith Productions, Inc. All Rights Reserved. Fox, Fox Interactive, The Operative, No One Live Forever and their associated logos are registered trademarks of Twentieth Century Fox Film Corporation. LithTech is a trademark of Monolith Productions, Inc. Windows is a registere trademark or trademark of Microsoft Corporation in the United States and/or other countries. The ratings icon is a trademark of the Interactive Digital Software Association.

U.S. $19.99 Can. $27.95

Electronic Entertainment
Platform: PC

DO YOU HAVE WHAT IT TAKES TO RAISE CAIN?

- Complete walkthrough of all 21 levels
- Insider secrets and Tester tips
- Complete Enemy Stats table, direct from the Designers
- Crucial tactics for multiplayer modes
- Psionic strategies for manipulating reality, solving puzzles, and laying traps
- Intense tips for battling demented Psionics without going insane
- Hints for mastering all eight **Psionic Totem** Fighting Styles

© 2000 Monolith Productions, Inc. © 2000 Twentieth Century Fox Film Corporation. Fox, Fox Interactive, and their associated logos are registered trademarks or trademarks of Twentieth Century Fox Film Corporation. Sanity: Aiken's Artifact is a trademark of Monolith Productions, Inc.

www.foxinteractive.com

ISBN 0-7615-2813-X

9 780761 528135 51999 0 86874 52813 0

PRIMA® GAMES

PRIMA™ GAMES.COM

FOX INTERACTIVE™

The Prima Logo and Prima Publishing ® are Registered Trademarks of Prima Communications, Inc.